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Exclusive
preview

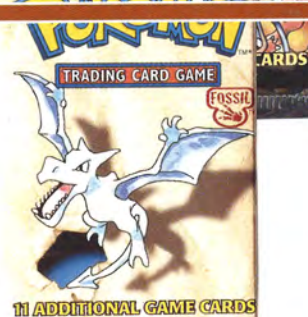
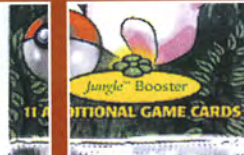
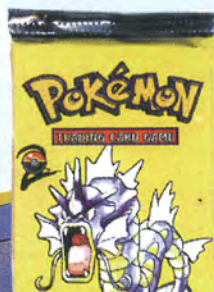
Pokémon - The Movie 2000
secrets revealed!

Dark Raichu and the mysteries of Team Rocket

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The Gauntlet

Welcome to this month's edition of *PoJo's*. As ever it's packed to the max with hardcore Pokémon action.

And this month, we've got two very special features to sink your Pokécrazed teeth into. Such was the success of the UK release of *Pokémon - The First Movie*, everyone is now really looking forward to the sequel. As we all know, *The First Movie* really transformed UK Pokéfever from underground cult and collector craze into a fully fledged, mass-market phenomenon. So who only knows what *Pokémon: The Movie 2000* will do to us all?

That's we've put together our *Burnin' Up The Big Screen* feature. The film has been released already in the US, so excitement and anticipation is already reaching fever pitch over here.

Our great preview will take a look at the Japanese original and unlock the secrets of the legendary birds of Pokémon - Moltres, Zapdos and Articuno. How cool do

they sound!?!)

We've also got an extensive look at the recent Team Rocket cards, which have been tipped to drastically change the way people build their decks and offer them ways of blowing some existing and popular decks out of the water.

And, of course, watch out for the mysterious and ever so slightly menacing Dark Raichu...

So it's all here. We hope you're summer is going great, and that you put suntan cream on before you play the TCG in your back garden - a little thing like summer doesn't stop a Pokéfreak play his or her game. Let the games commence!

Paul Hirons

Paul Hirons
UK Editor

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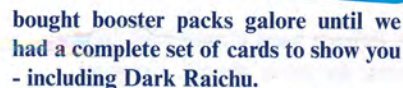
If you're a Pokémon card collector, then you'll love this month's issue. We went on a Pokémon safari to hunt down some extremely rare cards. First off, we were able to obtain a complete set of retired Japanese vending machine cards - that is, cards that weren't available in booster packs. They only appeared in vending machines in Japan. Each sheet contained three exclusive, glossy promo cards. After we got a hold of the cards, we asked our buddy, Jonathan Ng, to translate all the attacks into English for you lucky people.

And thankfully, he wasn't hard to convince! Then, just as we were finishing up with all the normal stuff that appears in our magazine, Team rocket booster packs and starter packs hit the market recently.

We decided to get all 82 of the new Team rocket cards, and cram images of every one into this jam-packed issue.

And, much to our surprise, we discovered a mysterious card in the new set, Dark Raichu (card #83). So, instead of 82 cards, Team Rocket has 83!

Wizards of the Coast doesn't treat us special in the US - it never sends us cards in advance. We're just normal, blue-collar, everyday Pokéholics like many of you are. So, we got up bright and early on Team Rocket's release day, and stood in long queues just like everyone else. We



If any of you waited in line in the US like we did, I hope you were rewarded with lots of first-edition holofoils!

Po.Jo

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Ask the Master

By Brian Brokaw

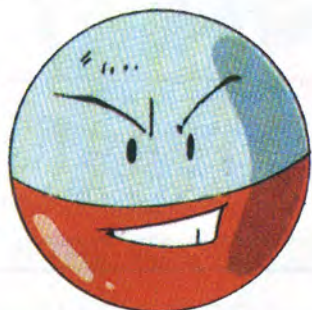
The Master answers your most common questions

When you draw the last card in your deck, do you lose immediately or do you still have until your next turn to win?

You still have a full turn before you lose. You only lose the game when you try to draw a card at the beginning of your turn but cannot because you previously ran out of cards.

When you use Electrode's Buzzap power, can you still attach another Energy to a Pokémon, or does that count as your Energy attachment for the turn?

That does not count as your Energy-card placement per turn. So, yes, you may still play one Energy card from your hand that same turn.



Does Electrode's Buzzap power count as your Energy attachment for the turn?

Got Questions on the TCG Rules?



What happens if Clefairy Metronomes Moltres' Wildfire attack?



If Clefairy Metronomes Moltres' Wildfire attack, would Clefairy get to discard as many of the opponent's cards as you like?

No. Moltres' discard is not a "cost," since it does not use the term "in order to" in the card text.

Moltres is allowed to use Wildfire and discard no Energy cards if it wishes. This would have no net effect, but Moltres' actions still count as an attack. If you Metronome copy Wildfire, you must discard Fire Energy cards from Clefairy/Clefable if you want to force your opponent to discard.

If Clefairy Metronomes Alakazam's Confuse Ray, would it do 60 to Alakazam because he is weak to Psychic?

No. Clefairy is still colorless, so all of Clefairy's attacks originate as a colorless source.

Ditto, for example, copies the opponent's type as well as its attacks, so this would be a different case for Ditto.

When do I have to flip for Magmar's Smoke Screen? Can I flip at the beginning of my turn to see if I have to retreat or add PlusPowers?

No, you are not allowed to flip at the beginning of your turn to give yourself the advantage of knowing whether your PlusPowers will be wasted or if you should have retreated to void the effect. You must flip the coin after you announce your attack.



Can you flip at the beginning of a turn for Magmar's Smoke Screen?

? When someone uses a Pokémon Power like Aerodactyl's Prehistoric Power during his turn, does that Pokémon Power stay in effect while Aerodactyl is in play, or does the player use the Prehistoric Power every turn? In other words, once it is used, does it need to be announced every turn?

Prehistoric Power never has to be "used." It is always on.

Unless a Pokémon Power tells you to "use" it like Alakazam's Damage Swap, then it is always "on" and never needs to be announced.



When you flip coins, do they have to land on the table to be counted?

? I have two Scoop Up questions for you:

1) If I have only one Pokémon out (my Active), and I have a Scoop Up, may I play a Scoop Up on a damaged Scyther during my turn and put it right back down before my turn is over?

2) What if I have a card on the Bench and I Scoop Up an Active Basic, may I put it right down as my Active without having to move the Pokémon on the Bench up to Active, if I do it all in one turn?

1) If you Scoop Up your last in-play Pokémon, you lose immediately. There is no time for you to play a Pokémon to the Bench before the game stops because you failed the "always have an in-play Pokémon in game-winning condition" test.

2) If you Scoop Up your active Pokémon, you must immediately replace it with a Pokémon from your bench. There is no time to put another Pokémon into play before this must happen.

? I took on this kid at the Pokémon League who said something I thought was wrong. I flipped four coins to do 40 damage with Kangaskhan, but he said I couldn't because some flips landed on the ground. Then, he got the gym leader, and the gym leader said that he was right! Do all flips have to land on the table?

In all the games we play, we require the coins to land on the table. There is no official rule about where the coins have to land that I'm aware of, so judges are allowed to use whatever rule they think is fair.

? When you use the Destiny Bond attack of the Base Set Gastly, do both you and your opponent get a Prize?

If you use Destiny Bond and your opponent Knocks Out Gastly during his turn, then yes, both of you get a Prize: He gets one because your Gastly was Knocked Out. You get one because his Pokémon was Knocked Out due to Gastly.

? I have a question about Wigglytuff's Do the Wave attack. If Wigglytuff is Active and you have three Benched Pokémon, would Do the Wave cause 40 damage? What if you put down a couple of Clefairy dolls? Could Wigglytuff do 60 damage, or would Clefairy Doll count as a Trainer?

Clefairy Dolls count as Pokémon while in play, so Wigglytuff would get to do 10 extra for each Clefairy Doll. This will also work with the Mysterious Fossil Trainer card. 



When the Destiny Bond attack of the Base Set Gastly is used, can my opponent and I both get a Prize?

PoJo's Mailbox

If you have any questions to ask PoJo, or want to send in any of your photographs, please write to: PoJo's Mailbox, PoJo's, 57-59 Rochester Place, London, NW1 9JU.

Dear PoJo,

I noticed that on the *PoJo* mag I get it says 'Exclusive UK Collectors Edition'. Does this mean that people in America and other places get a different mag?

Chris Jones, Guernsey

Dear Chris,

Yes Chris. Our UK edition was launched a few months ago. We work closely with the magazine in the US to make sure you get all the latest news over there as well as what's new in Japan and in the UK.

Dear PoJo,

I bought a Rocket Pack and got a Dark Raichu. This card was not in your review of Rocket expansion. It also has a misprint number 83/82. Is this a freak or not?

From Alie

Dear Alie,

What you have is a rare holo-foil. It is not a freak, but it is hard to find. Other readers, including John van der Westhuizen, from London, have also written in about the misprint, so although the card is unusual it's not unique. But keep it - it could well become a sought-after card.

Dear PoJo,

I started to enjoy Pokémon in January when I first saw it on TV. I have already got 124 Pokémon cards and 365 Energies and Trainers. I have got seven Shiny cards - Ninetales, Hitmonchan,

Machamp, Wigglytuff, Chansey, Alakazam and Mewtwo. My faves are Ninetales and Wigglytuff.

I love Pokémon to death!

Bianca Brook, aged 8, Bradford.

Dear Bianca,

Well done Bianca, you've built up quite a collection. Keep it up! Do any other readers have a favourite Pokémon - and why do you love it so much?

Dear PoJo,

As I was looking through your Neo guide in June's issue I found a very interesting Trainer card - Ecolo Gym. I have formed a new Ace deck around this card:

Mulligan Mewtwo:
4 Mewtwo (base)
4 Ecolo Gym
4 Computer Search
4 Potion
2 Golden Nut
2 Gambler
40 Psychic Energy

Here's how the deck works. When you are drawing your starting hand, there is a high chance it will be a Mulligan, thanks to there being only four Pokémon in this deck. This will probably happen for a few more turns. Your opponent will draw at least another six cards. When you get Mewtwo into

play on your second turn you will be able to get Barrier up and running. Either put Ecolo Gym into play or use Computer Search to find it. Then every turn use Barrier - you will never run out of Psychic Energy because of Ecolo Gym. After a long time your opponent will finally be decked. The only problem with this deck is you can only use it in Japanese tournaments. Good eh?

Sean Hinton, aged 12-and-a-half, Kidderminster

Dear Sean,

Well Sean, that's certainly a novel deck. Shame you'll have to



Darius, from Romford, checks out his deck with the help of PoJo's. Do any other readers have any Pokémon pics? Send them to: PoJo's, WV Publications, 57-59 Rochester Place, London NW11 9JU

travel so far to try it out! Does anyone else have an unusual deck they'd like to share? Sam Spencer certainly does. See Sam's letter a bit later.

Dear Pojo:

I've attached some extra stickers that I collect. Can you tell me the origin of them?

Amanda, Cheshire

Dear Amanda:

I contacted one of my friends, Glenn, who owns a Pokémon shop in Japan. This is what he had to say: 'The stickers that the girl sent you are the current Pokémon Hyper Sticker collection, which is published by Amada. These stickers have been released in series for about four years now and are actually quite nice. They cost around £1 per pack in Japan.'

Dear Pojo:

My friend has a Japanese Machop card that appears to have a rat expansion symbol on it. I want to know what this is from.

Peter, London

Dear Peter:

Good question! This card was only released as part of a Special Collector Pokémon Training set in Japan in 1999. The set contained a training video, playmat and two sets of Pokémon cards. One set had a Squirtle turtle symbol on it, and the other had Bulbasaur expansion symbols. I'm guessing you thought the silhouette of Squirtle looked like a rat. The



This mysterious Machop is a special card



Have you seen these mysterious Pokémon stickers before? Our experts have the answers!



whole set is fairly collectable.

Dear Pojo,

Baaad Timing is based upon one of my favourite Pokémon - the sheep Pokémon Meriipu!

Baaad Timing:

- 22 Pokémon:
- 4 Meriipu
- 3 Mokoko
- 2 Denryu
- 3 Chonchi
- 2 Rantaan
- 2 Ere Kiddo
- 1 (Neo) Electabuzz
- 1 (Base) Electabuzz
- 2 Mariru
- 2 Mariruri

- 14 Trainers:
- 3 Fishing Pole
- 2 Potion
- 4 Energy Removal
- 2 Pokémon March
- 3 Time Capsule

- 24 Energy:
- 14 Electric
- 10 Water

I like the new Neo set, but I

have also included some of my favourites from the older sets. We also choose to play a lot of different rules at

school and around Shropshire. The first few people played cards in an extremely strange way, so when the real rules were introduced, some of the old ones stuck. Some of these include: Pokédex - place one of your base Pokémon face down and pick up another card - you may never use that Pokémon again in the battle; Revolving Pack - when you've finished your deck turn over your discard pile and carry on.

Sam Spencer, Shropshire

Dear Sam,

Thanks for sharing your deck with us Sam. Great ideas too!

Dear Pojo,

How many Monster Creation pictures do you get sent each month?

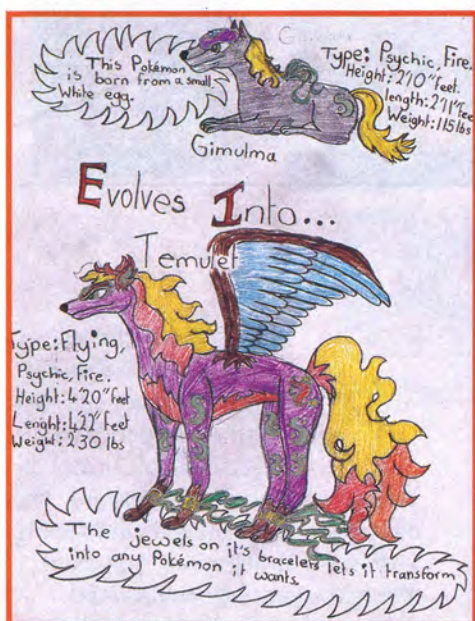
Sandy Wright, Chester

Dear Sandy,

We receive hundreds of pictures every week. Sadly there's only room for about 10 a month. We love getting all your creations - they are all brilliant - so keep sending them. You never know!

Monster Creations

It's time for our monthly round-up of readers' drawings - where the coolest kids in the land send in their Pokémon monster and trainer ideas. Brilliant!



Gimulma, evolves into Temulet

Katy McWiggan, aged 11, Wokingham



Slash

Gareth Davies, aged 9, Nantwich

Rhybat

Nicholas Birkett, aged 12, Rutland



PSY MUK !



Psymuk

Lauren Lewis, aged 12, Scunthorpe



Zubutterpsydos

Amy Barnes, aged 12, Redditch



Goldnat

Daniel Barnes, aged 6,
Redditch



Dark Crustoreon

Thomas Shaw, aged 8, Hove



Trainer Anna with Pokémon Mageon

Jessica Milton, aged 10



If you'd like to share your Pokémon creations with us, send them to **Monster Creations, PoJo's, WV Publications, 57-59 Rochester Place, London NW1 9JU.**

We regret that entries cannot be returned

Darkduck

Dylan Sheerin, aged 7,
Sligo, Ireland



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NEWS

Mew mayhem

Bluewater shopping centre in Kent offered the chance to download character Mew onto their Game Boy cartridges for free on May Bank Holiday Monday. When Mew, the 151st Pokémon character, was launched in Japan 3,000 kids were invited to the launch. More than 78,000 turned up.

At the Bluewater Centre, Mew was given away on a first-come-first-served basis. Hundreds flocked to take advantage of the offer.

Radio Ga-Ga

Pete and Jeff, standing in for Chris Evans on the Virgin Radio Breakfast show, recently asked children under 11 to phone in and tell them what they would swap for a pair of Pokémon walkie-talkies. The winner was 11-year-old Ashley who offered to give away his lego. It was his birthday, so that probably swung it for him.

Knit Wits!

In June, ITV's Saturday morning show SM:TV gave viewers the chance to get a knitting pattern of the Pikachu jumper made famous by Ant and Dec's Poké-Rap. There might still be some left - you never know! If you want to try to catch one phone SM:TV on 09061 901 901 (calls cost £1.50). You can visit the new SM:TV website at <http://www.smtvlive.co.uk>.

Yellow Fever

Pokémon Yellow on the GameBoy has made a big impact since its UK launch. The Yellow version is similar to the Red and Blue releases, but you get to walk around with Pikachu throughout the game. Jesse and James from Team Rocket appear throughout the game. Link two Pokémon Yellow cartridges for three new battle modes: Pika Cup, Poké Cup, Petite Cup.

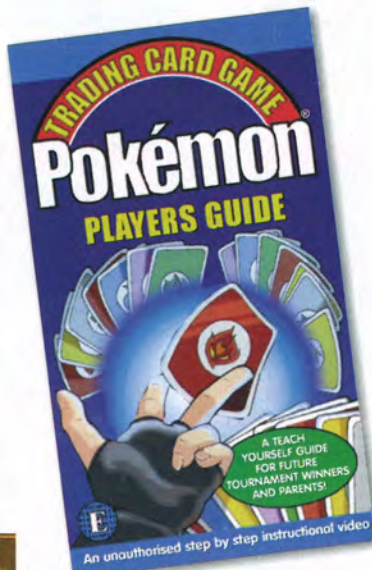


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PoJo's Top Five Trainers (Energy)

- 1 Professor Oak**
- a turbo deck's best friend.
- 2 Computer Search**
- used wisely this card gives you the power to change the course of the game.
- 3 Rainbow Energy**
- this new sweetheart from Team Rocket will change the face of future decks.
- 4 Bill**
- two words: card advantage.
- 5 Super Energy Removal**
- set your opponent back a couple of turns with this awesome Trainer.

Pikachu always wanted to learn how to skateboard! This mini skateboard is available in the US through X Concepts



know

Pojo's Top Ten Cards

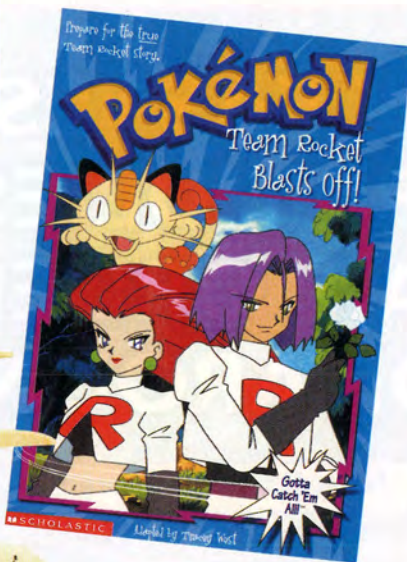
- 1 Scyther
- 2 Mewtwo movie promo
- 3 Electabuzz
- 4 Wigglytuff
- 5 Gengar
- 6 Ditto
- 7 Blastoise
- 8 Dark Alakazam
- 9 Hitmonchan
- 10 Venusaur

MEET MEW!



Pokémon
Tales 9

These easy-reader books (above) are available in the US through Viz. A different artist draws each book and characters like Jigglypuff and Snorlax are also featured. Cute!



Follow the adventures and mishaps of those rotters Team Rocket in this Scholastics book. Available in the US.



This 15in tall Meowth likes circular objects and collects coins. Watch out for him! Available in the US

NEWS

Naughty boy!

David Irwin, aged 27, from Iowa, US, masterminded a scheme to take valuable Pokémon cards from eight to 12-year-olds participating in official tournaments at a local collectors' shop. Irwin pretended to be a referee. He would hand-select the most valuable cards and keep them himself. 'He was taking the cards to build up a good collection, so the younger kids would look up to him,' said Wendy Dines, owner of The Price Is Right shop. 'He wanted recognition locally — now he's getting more than he bargained for.'

Irwin pleaded guilty to theft and was fined \$100 and court costs of \$155.

'I don't think that was a stiff enough sentence,' Ms Dines said. 'The fine was less than the value of the cards, \$160.'

Holy Pokémon!

The Pope has given Pokémon the papal seal of approval. Sat2000, a TV station run by the Vatican, said the trading card and computer game is 'full of inventive imagination'. They also said the game has 'no harmful moral side-effects' and is based on 'ties of intense friendship.' The station was also impressed that the game encourages players to 'think creatively to conquer challenges without violence'. Italian Poké-fans bought over 50 million booster packs in the month after they were first released - the game is evidently extremely popular there.

Dolphin delayed

Nintendo has delayed the release of its next generation console, code-named Dolphin, from late 2000 to the first half of 2001.



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Pikachu in trouble!



Our very own TV critic, Pokémoness Helen Buckley, previews the Poké-goodies on the box this month

August on Sky One begins with Ash and his friends meeting a young woman whose Gloom is evolving and they help her to find out why (*Make Room For*

Gloom). The glamour of

Hollywood goes to everyone's head when a famous director comes to town looking for Pokémon to star in his upcoming movie. Ash, Brock, Misty and Team Rocket fight hard to make sure it's their Pokémon that star opposite Wigglyjuff (*Lights Camera Quack-tion*). They could have saved time arguing if they'd known they were all set to star in *Pokémon - The First Movie* anyway!

Professor Oak sends Ash, Brock and Misty on a long journey to Valencia Island (*A Scare In The Air!*/*Pallet Party Panic*) to find a mysterious Pokéball - but will they find it before Team Rocket?

Meanwhile, Brock has a difficult decision to make when he befriends Professor Ivy and her group of scientists. Learning that they are Pokémon breeders just like him, he feels at home with them and is tempted to stay but what will he say to Ash and Misty (*Pokéball Peri!*)? Meanwhile, there is great excitement when the gang hear about a fossilised Kabuto and together with a news crew they travel to an uninhabited island to be part of a scientific expedition to uncover it (*Shell Shock*).

In an another episode, Ash uses his initiative when he hears that a town has had a power cut as a result of a storm. Putting his Pokémon master skills to the test, he captures a swarm of Magnemite who have been gathering electricity from lightening and then makes his way to the black out with the creatures in tow - but will his plan for recharging the town work? Find out in *Git Along, Little Pokémon*.

The friends find themselves literally down in the dumps when they fall through a crack in the Earth and straight down into a sewer when they

visit the city of Trivitopois (*The Mystery Menace*). Although they are unhurt, they are curious when they hear that a 'monster' who lives in the sewer has been terrorising the town. Will they be able to find it before it finds them?

Mucky pups

Once Ash has cleaned all of the muck off, he's back feeling down in the dumps when a Team Rocket trick lands him in a giant hole in the ground, while his arch enemies escape with Pikachu (*Bound For Trouble*). However, their dastardly plan goes awry putting both Pikachu and Meowth in danger. While locked together without a key to release them, the pair are abducted by a giant Pidgeot and taken to a land filled with giant Pokémon. How will these little creatures survive in this land of the giants?

There's a chance to see the very first episode in the middle of the month

(Sunday August 13, 10am) which explains how the friendship began between Ash and a little electric creature named Pikachu (*I Choose You*).

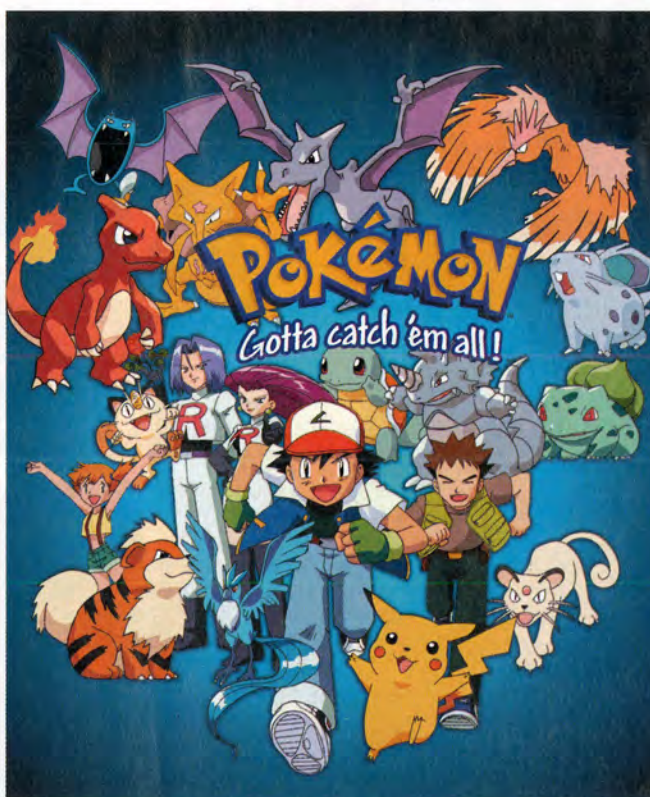
Prepare to hide behind your cushions for a spooky episode (*The Ghost Of Maidens Peak*) which sees the friends confronted by the ghost of a girl who wants to steal Brock's spirit - how do they stop her?

Ash signs up for the Pokémon League Admissions exam to prove his skill as Pokémon master once and for all, but what will happen when Team Rocket infiltrates the testing centre (*The Ultimate Test*)?

But, it's hankies at the ready as the adorable Pikachu is attacked by a life threatening ailment with no hospital open nearby. Is there any hope for the cute yellow bundle or has he squeaked the word 'pika' for the final time? Find out in A Chansey Operation.

Please consult your TV listings magazines for times and dates. As we went to press, episode information was correct.

**Pikachu comes
gets into lots of
trouble this
month**



Dateline Japan

Vending-Machine Card Guide

Have you caught all 108 of these cool Japanese cards? If not, here they are—translations and all!





Front and back views of intact Japanese vending card sheets.

Another Japanese Pokémon card? Ho hum. We're getting so blasé about Japanese cards. The Japanese booster packs from Team Rocket, Gym 1 and Gym 2 that once were like gold and commanded prices well over \$10 are now reasonable. Not cheap, but reasonable.

But you know what? You've just seen the tip of the iceberg, Japanese-card-wise. Take Japanese vending-machine cards — they're strange birds indeed. These "retired" cards didn't appear in booster packs but were only available in vending machines across Japan. The cards were printed on three-card, glossy sheets and feature a black-and-white Pokéball, in case you had any questions of their origin.

Three series of vending sheets were available in Japan:

- Series 1 (36 cards, blue sheet)
- Series 2 (36 cards, red sheet)
- Series 3 (36 cards, green sheet)

And, best of all, we obtained all three sets to show you in this issue. Then we asked Jonathan Ng to translate all 108 cards for you. C'mon...you can say it. You love us, don't you?

Pojo

Geodude



74

Type: Basic Fighting Pokémon
Lv.15, HP: 50
Weakness: Grass
Resistance: None
Retreat Cost: C
C: Tackle: 10
FC: Harden
During opponent's next turn, prevent 20 or less damage to Geodude (after applying Weakness and Resistance). (Any other effects of attacks still happen.)

Charmander



4

Type: Basic Fire Pokémon
Lv.10, HP 50
Weakness: Water
Resistance: None
Retreat Cost: C
C: Growl
If the Defending Pokémon attacks, during the opponent's next turn, then that attack does 10 less damage to Charmander (after applying Weakness and Resistance). (Benching either Pokémon ends the effect.)
RR: Flame Tail: 30

Rapidash



78

Type: Stage 1 Fire Pokémon
Lv.30, HP 60
Weakness: Water
Resistance: None
Retreat Cost: 0
R: Flaming Torture: 10+
You may discard at most 2 R Energy attached to this Pokémon. For each R Energy you discard, attack does an additional 20 damage.
CC: Kick Flying: 20
If opponent has Benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon (do damage dealing before switching Pokémon).

Bulbasaur



1

Type: Basic Grass Pokémon
Lv.15, HP 50
Weakness: Fire
Resistance: None
Retreat Cost: C
C: First Aid
Remove 1 Damage Counter on Bulbasaur.
G: Poison Seed
The Defending Pokémon is now Poisoned.

Caterpie



10

Type: Basic Grass Pokémon
Lv. 15, HP 50
Weakness: Fire
Resistance: None
Retreat Cost: C
C: Tackle: 10
G: String Wrap: 10
The Defending Pokémon can't retreat during your opponent's next turn.

Metapod



11

Type: Stage 1 Grass
Lv.20, HP 70
Weakness: Fire
Resistance: None
Retreat Cost: CC
Pokémon Power: Green Shield
As long as Metapod is in play, all your Grass Pokémon's Weaknesses do not apply. This Power can't be used if Metapod is Asleep, Confused or Paralyzed.
GG: Strange Powder: 20
Flip a coin. If heads, the Defending Pokémon is now Confused.

Vending-Machine Cards

Weedle



13

Type: Basic Grass Pokémon
Lv.15, HP 50
Weakness: Fire
Resistance: None
Retreat Cost: C
C: Peck: 10
G: Poison Horn
The Defending Pokémon is now Poisoned.

Kakuna



14

Type: Stage 1 Grass Pokémon
Lv.20, HP 60
Weakness: Fire
Resistance: None
Retreat Cost: CC
Pokémon Power: Poisoned
Body Fluids
Whenever Kakuna is damaged by an attack, the attacker becomes Poisoned. This power can't be used if Kakuna is Asleep, Confused or Paralyzed.
C: Roll: 10

Nidoran (F)



29

Type: Basic Grass Pokémon
Lv.12, HP 50
Weakness: Psychic
Resistance: None
Retreat Cost: C
C: Tail Wag
Flip a coin. If heads, the Defending Pokémon can't attack Nidoran (F) during your opponent's next turn. (Benching either Pokémon ends this effect.)
G: Poison Sting: 10
Flip a coin. If heads, the Defending Pokémon is now Poisoned.

Nidoran (M)



32

Type: Basic Grass Pokémon
Lv.22, HP 50
Weakness: Psychic
Resistance: None
Retreat Cost: C
C: Focus Energy
Next turn, this Nidoran (M)'s Horn Charge deals double damage.
GC: Horn Charge: 40
Flip coin. If tails, this attack does nothing.

Zubat



41

Type: Basic Grass Pokémon
Lv. 12, HP 40
Weakness: Psychic
Resistance: Fighting (Damage -30)
Retreat Cost: 0
C: Bite: 10
GCC: Confusion Wave: 10
Flip a coin. If heads, the Defending Pokémon is now Confused.

Golbat



42

Type: Stage 1 Grass Pokémon
Lv. 25, HP 50
Weakness: Psychic
Resistance: Fighting (Damage -30)
Retreat Cost: C
GCC: Leech Life: 20
Remove a number of damage counters from Golbat equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance). If Golbat has fewer damage counters than that, remove all of them.
GCCC: Swoop: 60
Flip a coin. If tails, this card does 40 damage to itself.

Paras



46

Type: Basic Grass Pokémon
Lv.15, HP 50
Weakness: Fire
Resistance: None
Retreat Cost: C
C: Scratch: 10
G: Flying Spores: 10
Search your deck for a Paras and put it on the Bench. You may not use this attack if the Bench is full.

Parasect



47

Type: Stage 1 Grass Pokémon
Lv.29, HP 60
Weakness: Fire
Resistance: None
Retreat Cost: CC
GG: Poison Spore: 10
The Defending Pokémon is now Poisoned.
GGC: Leech Life: 20
Remove a number of damage counters from Parasect equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance). If Parasect has fewer damage counters than that, remove all of them.

Pinsir



127

Type: Basic Grass Pokémon
Lv.15, HP 50
Weakness: Fire
Resistance: None
Retreat Cost: C
No.127
G: Tossing Crush: 10+
Flip a coin. If heads, this attack does 10 damage plus 10 more damage; if tails, this attack does 10 damage.
CCC: Slash: 30

Pikachu



25

Type: Basic Lightning Pokémon
Lv.5, HP 30
Weakness: Fighting
Resistance: None
Retreat Cost: C
L: Thundershock: 10
Flip a coin. If heads, the Defending Pokémon is now Paralyzed.
LL: Agility: 20
Flip a coin. If heads, during opponent's next turn, prevent all effects of attacks, including damage, done to Pikachu.

Abra



63

Type: Basic Psychic Pokémon
Lv.8, HP 30
Weakness: Psychic
Resistance: None
Retreat Cost: 0
P: Psychic Beam
Choose one of your opponent's Pokémon. Deal 10 damage to it. (Do not apply Weakness and Resistance.)

Mr. Mime



122

Type: Basic Psychic Pokémon
Lv.20, HP 50
Weakness: Psychic
Resistance: None
Retreat Cost: C
Pokémon Power: Neutral Damage
As long as Mr. Mime is Benched, all damage (yours and your opponent's) is unaffected by Weakness or Resistance.
PC: Juggling: 10x
Flip 4 coins. This attack does 10 damage times the number of heads.

Vending-Machine Cards

Mewtwo



Type: Basic Psychic Pokémon
Lv. 54, HP 80
Weakness: Psychic
Resistance: None
Retreat Cost: CC
P: Psycho Crash: 10x
This attack does 10 damage times the number of Psychic Energy cards attached to your opponent's Pokémon.
PPC: Super Psy: 50

Squirtle



Type: Basic Water Pokémon
Lv. 15, HP 50
Weakness: Lightning
Resistance: None
Retreat Cost: C
W: Water Power
During your next turn, Squirtle's Pound attack's base damage is 30 instead of 10.
C: Pound: 10

Poliwag



Type: Basic Water Pokémon
Lv. 15, HP 50
Weakness: Grass
Resistance: None
Retreat Cost: C
W: Bubble: 10
Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Poliwhirl



Type: Stage 1 Water
Lv. 30, HP 70
Weakness: Grass
Resistance: None
Retreat Cost: C
WW: Round and Round
Flip a coin. If heads, the Defending Pokémon is now Confused; if tails, it is now Asleep.
WCC: Body Slam: 20
Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Poliwrath



Type: Stage 2 Water
Lv. 40, HP 80
Weakness: Grass
Resistance: None
Retreat Cost: CC
WW: Mega Punch: 30
WWW: Hydro Pump: 40+
Does 10 damage plus 10 more damage for each W Energy attached to Poliwrath but not used to pay for this attack's Energy cost. You can't add more than 20 damage this way.

Pidgey



Type: Basic Colorless Pokémon
Lv. 10, HP 50
Weakness: Lightning
Resistance: Fighting (Damage -30)
Retreat Cost: C
C: Gust: 10
CC: Quick Attack: 10+
Flip a coin. If heads, this attack does 10 damage plus 20 more damage; if tails, this attack does 10 damage.

Rattata



19

Type: Basic Colorless Pokémon
Lv.15, HP 50
Weakness: Fighting
Resistance: Psychic (Damage -30)
Retreat Cost: C
C: Scratch: 10
C: Tail Wag
Flip a coin. If heads, the Defending Pokémon can't attack Rattata during your opponent's next turn. (Benching either Pokémon ends this effect.)

Clefairy



35

Type: Basic Colorless Pokémon
Lv.15, HP 50
Weakness: Fighting
Resistance: Psychic (Damage -30)
Retreat Cost: C
C: Point and Choose
Choose one of your opponent's Benched Pokémon and switch it with his or her Active Pokémon.
CC: Light Finger: 10
Defender is now Asleep.

Wigglytuff



40

Type: Stage 1 Colorless Pokémon
Lv.40, HP 90
Weakness: Fighting
Resistance: Psychic (Damage -30)
Retreat Cost: CCC
Pokémon Power: Helping
Use once per turn when on the Bench, before you attack. Flip coin. If heads, then revert one of: Asleep, Confused, Poisoned or Paralyzed status on your Active Pokémon.
CCCC: Swell: 20
Next turn, prevent 10 damage to Wigglytuff.

Doduo



84

Type: Basic Colorless Pokémon
Lv.10, HP 40
Weakness: Lightning
Resistance: Fighting (Damage -30)
Retreat Cost: 0
C: Growl
If the Defending Pokémon attacks, during the opponent's next turn, then attack does 10 less damage to Doduo (after applying Weakness and Resistance). (Benching either Pokémon ends the effect.)
CC: Peck: 20

Dodrio



85

Type: Stage 1 Colorless Pokémon
Lv.25, HP 60
Weakness: Lightning
Resistance: Fighting
Retreat Cost: 0
C: Smash Kick: 20
CCC: Tri-Attack: 20x
Flip 3 coins. This attack does 20 damage times the number of heads.

Lickitung



108

Type: Basic Colorless Pokémon
Lv.20, HP 60
Weakness: Fighting
Resistance: Psychic (Damage -30)
Retreat Cost: CC
C: Lick
Flip a coin. If heads, the Defending Pokémon is Paralyzed.
CC: Stomp: 20+
Flip a coin. If heads, then attack does 10 additional damage.

Vending-Machine Cards

Chansey



113

Type: Basic Colorless Pokémon
Lv.40, HP 100
Weakness: Fighting
Resistance: Psychic (Damage -30)
Retreat Cost: C
C: Sing
Flip coin. If heads, then the Defending Pokémon is asleep.
CCC: Doubleslap: 20x
Flip 2 coins. Does 20 damage times the number of heads.

Eevee



133

Type: Basic Colorless Pokémon
Lv.5, HP 30
Weakness: Fighting
Resistance: Psychic (Damage -30)
Retreat Cost: 0
C: Gnow: 10
C: Pounce On: 20
Flip coin. If tails, then this attack does nothing.

Porygon



137

Type: Basic Colorless Pokémon
Lv.18, HP 40
Weakness: Fighting
Resistance: Psychic (Damage -30)
Retreat Cost: 0
C: 3D Attack: 10x
Flip 3 coins. Attack does 10 damage times the number of heads.
CC: Conversion 2
Change Porygon's Resistance to a type of your choice other than Colorless.

Snorlax



143

Type: Basic Colorless Pokémon
Lv.35, HP 90
Weakness: Fighting
Resistance: Psychic (Damage -30)
Retreat Cost: CCCC
Pokémon Power: Obstacle
When Snorlax is Active, the opponent may not retreat his Pokémon. This Power may not be used if Snorlax is Asleep, Confused, or Paralyzed.
CCCC: Lay Down: 30
After damage is dealt, Snorlax is Asleep. Flip a coin. If heads, the Defending Pokémon is now Asleep.

Moon Stone



Type: Trainer
Text: Search your deck for a Colorless Evolution card and show it to your opponent. Put it in your hand, then reshuffle.

Fossil Find



Type: Trainer
Text: Search your deck or discard pile for a Mysterious Fossil Trainer card and show it to your opponent. Put it in your hand, then reshuffle.

Dateline Japan

Red (Series 2)

Sandshrew



27

Type: Basic Fighting Pokémon
Lv.15, HP 40
Weakness: Grass
Resistance: Lightning (Damage -30)
Retreat Cost: C
F: Poison Sting: 10
Flip a coin. If heads, the Defending Pokémon is now Poisoned.
F: Swift: 20
Damage from this attack is not affected by Weakness/Resistance/Pokémon Powers or other effects (like Growl).

Machop



66

Type: Basic Fighting Pokémon
Lv.18, HP 50
Weakness: Psychic
Resistance: None
Retreat Cost: C
C: Yelling Strike
Flip coin. If heads, then during your next turn, Charge's base damage is 60 instead of 30. If tails, during your next turn, Machop cannot use Charge.
FC: Charge: 30

Machoke



67

Type: Stage 1 Fighting Pokémon
Lv. 28, HP 70
Weakness: Psychic
Resistance: None
Retreat Cost: CC
FF: Mega Kick: 30
FFF: One-Two Punch: 30+
Flip a coin. If heads, this attack does 30 damage plus 20 more damage; if tails, this attack does 30 damage.

Graveler



75

Type: Stage 1 Fighting Pokémon
Lv.28, HP 60
Weakness: Grass
Resistance: None
Retreat Cost: CC
FF: Repeated Rock Throw: 20x
Flip coin until you flip a tail. Does 20 damage times the number of heads.
FFF: Earthquake: 50
Does 10 damage to each of your own Benched Pokémon. (Don't apply Weakness or Resistance for Benched Pokémon.)

Onix



95

Type: Basic Fighting Pokémon
Lv.25, HP 70
Weakness: Grass
Resistance: None
Retreat Cost: CC
F: Bind: 10
Flip a coin. If heads, the Defending Pokémon is now Paralyzed.
FF: Rock Seal: 20
Flip coin. If heads, then your opponent may not retreat on his or her turn.

Marowak



105

Type: Stage 1 Fighting
Lv.25, HP 60
Weakness: Grass
Resistance: Lightning (Damage -30)
Retreat Cost: C
C: Bone Search
Place a "Bone Counter" on this card.
FF: Bone Club: 50
You may use this attack only when Marowak has a Bone Counter attached to it. Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Vending-Machine Cards

Hitmonlee



106

Type: Basic Fighting Pokémon
Lv.23, HP 50
Weakness: Psychic
Resistance: None
Retreat Cost: C
FF: Double Kick: 30x
Flip 2 coins. This attack does 20 damage times the number of heads.
FFC: Rolling Kick: 30
Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Hitmonchan



107

Type: Basic Fighting Pokémon
Lv.23, HP 50
Weakness: Psychic
Resistance: None
Retreat Cost: CC
F: Mach Punch: 20
Flip a coin. If heads, and if your opponent has any Benched Pokémon, choose 1 of them and this attack does 10 damage to it. (Don't apply Weakness and Resistance for Benched Pokémon.)

Kabuto



140

Type: Stage 1 Fighting Pokémon
Lv.22, HP 50
Weakness: Grass
Resistance: None
Retreat Cost: C
Pokémon Power: Fossil Addition
Once per turn, before you attack, you may choose 1 Pokémon that evolved from Mysterious Fossil and flip a coin. If heads, then return that Evolution card to your hand. This Power can't be used if Kabuto is Asleep, Confused or Paralyzed.
CC: Sharp Claws: 10+
Flip a coin. If heads, this attack does 10 damage plus 30 more damage; if tails, this attack does 10 damage.

Aerodactyl



142

Type: Stage 1 Fighting Pokémon
Lv.30, HP 70
Weakness: Grass
Resistance: Fighting (Damage -30)
Retreat Cost: C
C: Supersonic
Flip coin. If heads, then Defending Pokémon is Confused.
CCC: Slice and Crush Attack: 40
Does 10 damage to self. (Do not apply Weakness or Resistance to Aerodactyl.)

Moltres



146

Type: Basic Fire Pokémon
Lv.37, HP 80
Weakness: None
Resistance: Fighting (Damage -30)
Retreat Cost: C
RR: Dry Up
Choose one of your opponent's Pokémon. Flip coins until you flip a tails. Discard a number of W Energy Cards attached to that Pokémon equal to the number of heads.
RRRC: Flame Wing: 50

Venomoth



49

Type: Stage 1 Grass Pokémon
Lv.22, HP 60
Weakness: Fire
Resistance: Fighting (Damage -30)
Retreat Cost: 0
GG: Gathering Tornado: 20
Opponent chooses a Benched Pokémon to swap in, and so do you. If you or your opponent doesn't have a Pokémon to swap in, don't. (Do damage dealing first.)
GGC: Rainbow Powder: 20
Flip a coin. If heads, the Defending Pokémon is now Paralyzed; if tails, it is now Poisoned.

Grimer



88

Type: Basic Grass Pokémon
Lv.15, HP 50
Weakness: Psychic
Resistance: None
Retreat Cost: C
G: Sticky Fluid
Put a "Sticky Fluid Marker" on the Defending Pokémon. That Pokémon's retreat cost is now increased by 1, as long as the "Sticky Fluid Marker" stays on that Pokémon.
G: Poison Fluid: 10
Flip a coin. If heads, the Defending Pokémon is now Poisoned.

Koffing



109

Type: Basic Grass Pokémon
Lv.16, HP 50
Weakness: Psychic
Resistance: None
Retreat Cost: C
Pokémon Power: Split
Whenever an attack damages Koffing (even if it knocks out Koffing), search your deck for a Koffing and place it on the Bench. Reshuffle. This Power can't be used if Koffing is Asleep, Confused or Paralyzed, or if the Bench is full.
GG: Strange Gas: 20
Flip coin. If heads, then until the end of your opponent's next turn, he or she may not use any Pokémon Powers.

Tangela



114

Type: Basic Grass Pokémon
Lv.15, HP 50
Weakness: Fire
Resistance: None
Retreat Cost: C
G: Entangle: 10
Flip coin. If heads, then until the end of the next opponent's turn, the Defending Pokémon may not retreat or otherwise leave play, unless it is Knocked Out.
GC: Vine Whip: 20

Raichu



26

Type: Stage 1 Lightning Pokémon
Lv.32, HP 70
Weakness: Fighting
Resistance: None
Retreat Cost: C
LL: Short-Circuit
Choose one of your opponent's Pokémon. This attack deals 10 damage times the number of W Energy Cards on it to that Pokémon. (Do not apply Weakness or Resistance.)
LLC: Shock Kick: 30
Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Magnemite



81

Type: Basic Lightning Pokémon
Level: 15
HP: 40
Weakness: Fighting
Resistance: None
Retreat Cost: C
Pokémon Power: Magnet
Once per turn, before you attack, you may flip a coin. If heads, then search your deck for a Magnemite and put it on the Bench. This Power can't be used if Magnemite is Asleep, Confused or Paralyzed, or if the Bench is full.
L: Super Conduction
Choose an opponent's Pokémon and deal 10 damage to it. (Do not apply Weakness or Resistance.)

Magneton



82

Type: Stage 1 Lightning Pokémon
Lv.30, HP 70
Weakness: Fighting
Resistance: None
Retreat Cost: C
LLC: Microwave
Choose one of your opponent's Pokémon. Deal 20 damage to it (do not apply weakness or resistance) and flip a coin. If heads, then choose an Energy card on that Pokémon and discard it.

Vending-Machine Cards

Voltorb



100

Type: Basic Lightning Pokémon
Lv. 8, HP 30
Weakness: Fighting
Resistance: None
Retreat Cost: 0
L: Thundershock: 10
Flip a coin. If heads, the Defending Pokémon is now Paralyzed.
LL: Everybody's Spark: 20+
Does 20 damage plus 10 damage for each Voltorb in play (including this one).

Electabuzz



125

Type: Basic Lightning Pokémon
Lv.22, HP 60
Weakness: Fighting
Resistance: None
Retreat Cost: C
L: Lightning Rod
Put a Lightning Rod marker on one of your opponent's Pokémon.
LL: Lightning Shock: 10
Does 20 damage to each Pokémon with a Lightning Rod on it (apply Weakness and Resistance).

Zapdos



145

Type: Basic Lightning Pokémon
Lv. 28, HP 70
Weakness: None
Resistance: Fighting (Damage -30)
Retreat Cost: CC
LLL: Lightning Bolt: 50
Flip a coin. If tails, then choose one of your Pokémon and deal 30 damage to it. (Do not apply Weakness or Resistance.)
LLCC: Thunder Crash: 50+
Flip a coin. If heads, this attack does 50 damage plus 20 more damage; if tails, this attack does 50 damage and Zapdos does 20 damage to itself.

Jynx



124

Type: Basic Psychic Pokémon
Lv.18, HP 50
Weakness: Psychic
Resistance: None
Retreat Cost: C
W: Ice Punch: 10
Flip a coin. If heads, the Defending Pokémon is now Paralyzed.
WW: Cold Breath : 20
Flip a coin. If heads, the Defending Pokémon is now Asleep.

Seel



86

Type: Basic Water Pokémon
Lv.10, HP 50
Weakness: Lightning
Resistance: None
Retreat Cost: C
C: Growl
If the Defending Pokémon attacks, during the opponent's next turn, that attack does 10 less damage to Seel (after applying Weakness and Resistance). (Benching either Pokémon ends the effect.)
WW: Ice Beam: 20
Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Dewgong



87

Type: Stage 1 Water Pokémon
Lv.24, HP 60
Weakness: Lightning
Resistance: None
Retreat Cost: CC
CC: Rest
Remove all Damage Counters on Dewgong. If Dewgong is Poisoned, Paralyzed, and Confused, then cancel these effects. Dewgong is now Asleep.
WWW: Aurora Wave: 30
Flip a coin. If heads, the Defending Pokémon is now Confused.

Shellder



Type: Basic Water Pokémon
Lv.16, HP 50
Weakness: Lightning
Resistance: None
Retreat Cost: C
WC: Waterspout: 20+
Does 20 damage plus 10 more damage for each W Energy attached to Shellder but not used to pay for this attack's Energy cost. You can't add more than 20 damage this way.

Krabby



Type: Basic Water Pokémon
Lv.17, HP 40
Weakness: Lightning
Resistance: None
Retreat Cost: C
W: Bubble: 10
Flip a coin. If heads, the Defending Pokémon is now Paralyzed.
WCC: Guillotine: 30

Lapras



Type: Basic Water Pokémon
Lv.24, HP 60
Weakness: Lightning
Resistance: None
Retreat Cost: C
C: Sing
Flip a coin. If heads, the Defending Pokémon is now Asleep.
WW: Surf: 30

Omanyte



Type: Stage 1 Water Pokémon
Lv.20, HP 50
Weakness: Grass
Resistance: None
Retreat Cost: C
Pokémon Power: Ancient Dreams
Use once during each of your turns, before you attack. Flip coin. If heads, then Mysterious Fossil-evolved Pokémon's attacks do 10 more damage to the Defending Pokémon (after applying Weakness and Resistance).
CC: Surf: 20

Articuno



Type: Basic Water Pokémon
Lv.34, HP 80
Weakness: None
Resistance: Fighting -30
Retreat Cost: CC
Pokémon Power: Aurora Veil
While this card is Active, Pokémon on your Bench cannot be damaged. This Power cannot be used if Articuno is Asleep, Confused or Paralyzed.
WWCC: Ice Beam: 30
Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Spearow



Type: Basic Colorless Pokémon
Lv.12, HP 40
Weakness: Lightning
Resistance: Fighting (Damage -30)
Retreat Cost: 0
C: Fury Attack: 10x
Flip 2 coins. This attack does 10 damage times the number of heads.
C: Gust: 10

Vending-Machine Cards

Fearow



22

Type: Stage 1 Colorless Pokémon
Lv.24, HP 60
Weakness: Lightning
Resistance: Fighting (Damage -30)
Retreat Cost: 0
CC: Quick Attack: 10+
Flip a coin. If heads, this attack does 10 damage plus 20 more damage; if tails, this attack does 10 damage.
CCC: Drill Dive: 50
Flip coin. If tails, this attack does nothing.

Ditto



132

Type: Basic Colorless Pokémon
Lv.15, HP 40
Weakness: Fighting
Resistance: Psychic (Damage -30)
Retreat Cost: C
Pokémon Power: Good Transformation
Once a turn, before you attack, you may flip a coin. If heads, then choose an in-play Pokémon and treat Ditto as if it were an identical copy of that card. (If that Pokémon is Evolved or Devolved, this Power may still be used). If tails, then this card turns back into Ditto. Energy may be used as any color Energy on Ditto. If this card goes out of play or is Asleep, Confused or Paralyzed, then this card turns back into Ditto. If this Power's target goes out of play, then this card turns back into Ditto.

Flash



Type: Trainer
Text: Each player takes the top 5 cards of their deck and places them face up. Reshuffle each deck.

Master Ball



Type: Trainer
Text: Look at the top 7 cards in your draw pile, choose one Pokémon, show it to your opponent, and put it in your hand. Reshuffle.

Max Revive



Type: Trainer
Text: Discard 2 cards to put one Basic Pokémon from your discard pile on to your Bench. (If your Bench is full, then this Trainer may not be used.)

Effect Guard



Type: Trainer
Attach Effect Guard to your Pokémon. At the end of your opponent's next turn, discard Effect Guard. That Pokémon is now immune to all effects except ones that damage it.

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Sandslash



Type: Stage 1 Fighting Pokémon
Lv.35, HP 70
Weakness: Grass
Resistance: Lightning (Damage -30)
Retreat Cost: C
F: Sand Barrier
Flip a coin. If heads, prevent all damage done to Sandslash during your opponent's next turn. (Any other effects of attacks still happen.)
FFF: Rolling Needle: 40+
Flip 3 coins. This attack does 40 damage plus 10 more damage for each heads. After the attack, Sandslash does 10 damage times the number of heads to itself

Machoke



Type: Stage 1 Fighting Pokémon
Lv.24, HP: 60
Weakness: Psychic
Resistance: None
Retreat Cost: CC
FC: Hell Rush: 20
Flip a coin. If heads, the Defending Pokémon is now Paralyzed.
CCC: Focus Energy
Flip a coin. If heads, choose 1 of the opponent's Benched Pokémon and deal 20 damage to it. (Damage from this attack is not affected by Weakness and Resistance.)

Graveler



Type: Stage 1 Fighting Pokémon
Lv.27, HP 60
Weakness: Grass
Resistance: None
Retreat Cost: CC
FFC: Boulder Crush: 30+
Flip two coins. This attack does 30 damage to the Defending Pokémon, and 10 damage times the number of heads, distributed any way you like among your opponent's Benched Pokémon.

Cubone



Type: Basic Fighting Pokémon
Lv.14, HP 40
Weakness: Grass
Resistance: Lightning (Damage -30)
Retreat Cost: C
F: Bone Toss
Flip coin. If heads, this attack does 30 damage to the Defending Pokémon. If tails, then choose 1 of the opponent's Benched Pokémon and deal 10 damage to it. (Do not apply Weakness or Resistance to Benched Pokémon.)

Rhydon



Type: Stage 1 Fighting Pokémon
Lv.37, HP 80
Weakness: Grass
Resistance: Lightning (Damage -30)
Retreat Cost: CCC
F: Mountain Break: 10
Discard the top 5 cards of your deck. Put any Fighting Energy cards discarded this way into your hand.
FFF: 2-Step Charge: 30+
Flip a coin. If heads, this attack does 30 damage plus 20 more damage; if tails, this attack does 30 damage.

Vulpix



Type: Basic Fire Pokémon
Lv.13, HP: 50
Weakness: Water
Resistance: None
Retreat Cost: C
RR: St. Elmo's Fire: 10
If you want, you may switch the Defending Pokémon with a Pokémon on the Bench, before dealing damage. (Deal the damage to the new Pokémon.)

Vending-Machine Cards

Growlithe



58

Type: Basic Fire Pokémon
Lv.16, HP 50
Weakness: Water
Resistance: None
Retreat Cost: C
CC: Errand
Flip a coin. If heads, search your deck for a Trainer card, show it to the opponent and put it in your hand. Reshuffle.
RC: Ember: 30
Discard 1 R Energy card attached to Growlithe in order to use this attack.

Ponyta



77

Type: Basic Fire Pokémon
Lv.8, HP 40
Weakness: Water
Resistance: None
Retreat Cost: 0
C: Smash Kick: 10
R: Fire Spark: 20
Flip a coin. If tails, discard one of your Energy cards attached to Ponyta. If you cannot do so, this attack does nothing.

Magmar



126

Type: Basic Fire Pokémon
Lv.27, HP 60
Weakness: Water
Resistance: None
Retreat Cost: CC
R: Fire Burn: 10+
You may discard any number of R Energy cards from this Pokémon or your Benched Pokémon. For each R Energy card discarded this way, this attack does an additional 10 damage.
RRC: Magma Punch: 40

Arbok



24

Type: Stage 1 Grass Pokémon
Lv.30, HP 60
Weakness: Psychic
Resistance: None
Retreat Cost: CC
GC: Wrap: 20
Flip a coin. If heads, the Defending Pokémon is now Paralyzed.
GGG: Discharge Poison: 30+
The Defending Pokémon is now Poisoned. If the Defending Pokémon was Poisoned before the attack, this attack does an additional 10 damage.

Nidorina



30

Type: Stage 1 Grass Pokémon
Lv.22, HP 60
Weakness: Psychic
Resistance: None
Retreat Cost: CC
GG: Friendship Power: 10+
Does 10 damage plus 10 more damage for each additional Nidoran (M), Nidoran (F), Nidorino, Nidorina, Nidoking or Nidoqueen on your Bench.
GGC: Fury Swipes: 30x
Flip 3 coins. This attack does 30 damage times the number of heads.

Nidorino



33

Type: Stage 1 Grass Pokémon
Level: 33, HP: 60
Weakness: Psychic
Resistance: None
Retreat Cost: C
GG: High Speed Thrust: 60
Flip coin. If tails, this attack does no damage to the Defending Pokémon and 20 damage to Nidorino.

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Venonat



48
Type: Basic Grass Pokémon
Lv.15, HP 50
Weakness: Fire
Resistance: None
Retreat Cost: C
C: Disable
Flip coin. If heads, choose one of the Defending Pokémon's attacks. That Pokémon may not use that attack next turn.
GG: Psybeam: 20
Flip a coin. If heads, the Defending Pokémon is now Confused.

Bellsprout



69
Type: Basic Grass Pokémon
Lv.10, HP 40
Weakness: Fire
Resistance: None
Retreat Cost: C
C: Shake
Flip coin. If heads, prevent all damage done to Bellsprout during your opponent's next turn. (Any other effects of attacks still happen.)
G: Stun Spore: 10
Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Weepinbel



70
Type: Stage 1 Grass Pokémon
Lv.23, HP 60
Weakness: Fire
Resistance: None
Retreat Cost: C
G: Regeneration
Remove all damage counters from this card. Discard all Energy and Evolution cards attached to this card, returning this card to a Basic Pokémon.
GG: Dissolve
Flip a coin. If heads, then choose an Energy card attached to the Defending Pokémon and discard it.

Weezing



110
Type: Stage 1 Grass Pokémon
Lv.26, HP: 60
Weakness: Psychic
Resistance: None
Retreat Cost: CC
Pokémon Power: Poison Mist
Once during each of your turns, before you attack, you may flip a coin. If heads, during your next turn, all Pokémon that are Poisoned take 20 Poison damage instead of 10. This Power can't be used if Weezing is Asleep, Confused or Paralyzed.
GGG: Gas Explosion: 40
Weezing deals 30 damage to itself. If the Defending Pokémon is KO'd by this attack, the next Pokémon that is chosen by your opponent is Poisoned.

Scyther



123
Type: Basic Grass Pokémon
Evolution: Basic
Lv.23, HP 60
Weakness: Fire
Resistance: Fighting (Damage -30)
Retreat Cost: C
GG: Slash Down: 40
During your next turn, Scyther may not use Slash Down.

Kadabra



64
Type: Stage 1 Psychic Pokémon
Lv.39, HP 60
Weakness: Psychic
Resistance: None
Retreat Cost: CCC
PP: Psycho Panic: 30
If the Defending Pokémon is of the Psychic type, this attack's base damage is 60.
PPP: Blink: 30
Next turn, when this card is attacked, flip a coin. If heads, then no damage is dealt to Kadabra. (Any other effects of attacks still happen.)

Vending-Machine Cards

Kadabra



64

Type: Stage 1 Psychic Pokémon
Level: 40
HP: 70
Weakness: Psychic
Resistance: None
Retreat Cost: CC
P: Energy Regeneration
Take one non-Basic Energy card out of your discard pile and put it in your hand.
PP: Energy Shock: 20
If the Defending Pokémon attaches an Energy Card next turn, that Pokémon becomes Paralyzed.

Slowbro



80

Type: Stage 1 Psychic Pokémon
Lv.35, HP: 90
Weakness: Psychic
Resistance: None
Retreat Cost: CCC
P: Big Yawn
Both Slowbro and the Defending Pokémon are now Asleep.
PP: Big Snore: 30
This attack may only be used if Slowbro is Asleep.

Gastly



92

Type: Basic Psychic Pokémon
Lv.13, HP 40
Weakness: None
Resistance: Fighting (Damage -30)
Retreat Cost: 0
C: Fear
Until the end of opponent's next turn, he or she may not use any Trainer cards.
PC: Darkness: 10
Flip a coin. If heads, the Defending Pokémon is now Confused.

Haunter



93

Type: Stage 1 Psychic Pokémon
Lv.25, HP 60
Weakness: None
Resistance: Fighting (Damage -30)
Retreat Cost: C
P: Strange Ray
Flip a coin. If heads, the Defending Pokémon is now Confused.
PP: Hatred: 20+
Does 20 damage plus 20 more damage for each Prize the opponent has picked up.

Haunter



93

Type: Stage 1 Psychic Pokémon
Level: 26
HP: 70
Weakness: None
Resistance: Fighting (Damage -30)
Retreat Cost: C
P: Poltergeist: 10x
Look at your opponent's hand.
This attack does 10 damage times the number of Trainer cards there.
PP: Nightmare: 20
Flip a coin. If heads, the Defending Pokémon is now Asleep; if tails, it is now Confused.

Hypno



97

Type: Stage 1 Psychic Pokémon
Lv.30, HP 60
Weakness: Psychic
Resistance: None
Retreat Cost: C
Pokémon Power: Puppet Master
Active Clefairy Dolls may use this card's attacks, without paying for them.
PP: Mind Shock: 30
Damage from this attack is not affected by Weakness or Resistance.

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Mewtwo



150

Type: Basic Psychic Pokémon
Lv.67, HP 80
Weakness: Psychic
Resistance: None
Retreat Cost: CCC
PP: Cure All
Discard all Energy cards attached to Mewtwo. Remove all damage counters from Mewtwo. If Mewtwo is Poisoned or Confused, then cancel that effect.
PPC: Psy Blast: 30
Flip a coin. If heads, choose an Energy card attached to the Defending Pokémon and discard it.

Golduck



55

Type: Stage 1 Water Pokémon
Lv.28, HP 70
Weakness: Lightning
Resistance: None
Retreat Cost: C
PC: Psychic: 10+
Does 10 damage plus 10 more damage for each Energy card attached to the Defending Pokémon.
WWC: Splash: 40

Kingler



99

Type: Stage 1 Water Pokémon
Lv.33, HP: 80
Weakness: Lightning
Resistance: None
Retreat Cost: CCC
W: Invite Tide
Search your deck for up to 3 Water Energy cards and attach them to Kingler.
WWWW: Double-Edged Pincer: 80
During your opponent's next turn, all damage dealt to Kingler is doubled.

Horsea



116

Type: Basic Water Pokémon
Lv.20, HP 40
Weakness: Lightning
Resistance: None
Retreat Cost: 0
C: Hide
Flip a coin. If heads, prevent all damage done to Horsea during your opponent's next turn. (Any other effects of attacks still happen.)
W: Water Gun: 10+
Does 10 damage plus 10 more damage for each W Energy attached to Horsea but not used to pay for this attack's Energy cost. You can't add more than 20 damage this way.

Seadra



117

Type: Stage 1 Water Pokémon
Lv.26, HP 70
Weakness: Lightning
Resistance: None
Retreat Cost: C
WW: Water Bomb: 20
For each extra W Energy Cards attached to Seadra, this attack does 10 damage to an opponent's Benched Pokémon of your choice (don't apply Weakness or Resistance to Benched Pokémon). You can't deal more than 20 damage to Benched Pokémon this way.

Saryu



120

Type: Basic Water Pokémon
Lv.17, HP 50
Weakness: Lightning
Resistance: None
Retreat Cost: C
W: Puzzling Ray: 10
Your Water Pokémon are not affected by Weakness during your opponent's next turn.
WC: Spin Attack: 20

Vending-Machine Cards

Omanyte



138

Type: Stage 1 Water Pokémon
Lv.22, HP: 50
Weakness: Grass
Resistance: None
Retreat Cost: C
Pokémon Power: Fossil Guidance
Once during each of your turns, before you attack, you may flip a coin. If heads, take a Mysterious Fossil card from your discard pile and put it into your hand. This Power can't be used if Omanyte is Asleep, Confused or Paralyzed.
WW: Surf: 30

Pidgeotto



17

Type: Stage 1 Colorless Pokémon
Lv.38, HP: 60
Weakness: Lightning
Resistance: Fighting (Damage -30)
Retreat Cost: None
CC: Twister: 20
If the Defending Pokémon is KO'd by this attack, flip a coin. If heads, return that Pokémon and all cards attached to it to your opponent's hand.
CCC: Fly: 30
Flip a coin. If heads, during your opponent's next turn, prevent all effects of attacks, including damage, done to Pidgeotto; if tails, this attack does nothing.

Kangaskhan



115

Type: Basic Colorless Pokémon
Lv.36, HP: 80
Weakness: Fighting
Resistance: Psychic (Damage -30)
Retreat Cost: CCC
CC: Bite: 20
CCC: Tail Drop: 80
Flip 2 coins. If at least one of them is tails, this attack does nothing.

Tauros



128

Type: Basic Colorless Pokémon
Lv. 35, HP: 70
Weakness: Fighting
Resistance: Psychic (Damage -30)
Retreat Cost: CC
CC: Split Foot Kick: 20+
Flip a coin. If heads, this attack does 20 damage plus 10 more damage; if tails, this attack does 20 damage, then your opponent chooses one of his/her Benched Pokémon and switches it with his/her Defending Pokémon.

Pokémon Retransfer



Type: Trainer
Text: Take an Evolution card from your discard pile and show it to the opponent. Place it on top of your deck.

Pokémon Tower



Type: Trainer (Stadium Card)
Text: If a Trainer, Pokémon attack or Pokémon Power involves retrieving cards into your hand from the discard pile, do not retrieve any cards. (Any other effects still happen.) Place this card on the table; if another Stadium Card is played, discard this one.

Losing is for sissies.



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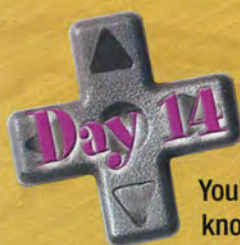
Going for the Gold Part 4

By Ron Smalec

**Follow the victories and pitfalls of
Pokémon Gold and Silver hero, Tetsuo.**

**The exciting adventure of Tetsuo's
quest to become a master trainer
continues in the fourth installment.**





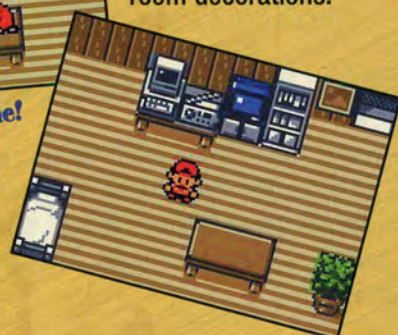
Lunch

Phew! You'll be glad to know I made it out of that cave with only a few scrapes and scratches. As soon as I got out, I taught my Farfetch'd FLY HM so I could soar all the way back home to Wakaba. Good thing Mom keeps a supply of bandages around.

While I was home, I gave my mom some of my money to keep. My pockets were getting pretty heavy after beating all of those trainers. She gave me a package that arrived for me while I was away. It turned out to be a few room decorations.



Home, sweet home!



Day 14: Dinner

My mother sure fusses over me. It took all day for me to get back on my quest. Luckily, though, my Farfetch'd loves to FLY (even in battle).

Do you remember reading about a boy named Lance, who fought Ash in the Pokémon League? Well, I found him near a lake in the northern section of the world.

There was also a red Gyarados swimming in the lake! Lance said that if I can catch that Gyarados I'll prove that I will be a great Pokémon master someday.



I think I can catch this red Gyarados.



Lunch

Wow! I don't have much time to write. I caught that Gyarados this morning. He was tough! Now Lance wants me to help him stop Team Rocket at their hidden base.

Day 15: Dinner

At first, I didn't think I could keep up with Lance. He was in a big hurry and disappeared on me. I found him in the shop in Choju town. Last time I was there, the workers didn't seem very friendly. I found out later they were Team Rocket members in disguise!

Lance took me through a secret entrance, into the base. We split up at that point and started



Wait up, Lance!



I've got to find that password.

searching for the password that would shut down the machines in the generator room. I was able to defeat Team Rocket's boss! Next, Lance and I shut down the power generator.

Lance gave me another new HM, WHIRLPOOL, for helping him out. I guess a Pokémon Master's work is never done because Lance soon disappeared again.

Since my FLY technique was working so well yesterday, I decided to teach my new HM to my red Gyarados. It allows him to remove whirlpools that would otherwise block our progress while SURFing. ➡



A Master's work is never done.

Going for the Gold



Dinner

After working closely with my Gyarados all day, I decided to test him out at the next Gym. It was a little tricky getting to the Gym Leader because the floor was super slick with ice. But once I got there, my Gyarados was able to beat all of the Pokémon pretty easily. That makes seven badges!



Caution: slick ice.

Day 16: Bedtime

I just got a call from Professor Utsugi. It seems that Team Rocket is causing more trouble in Kogane. Hmm...like Lance, I guess I'm going to have to do more than just walk around and catch Pokémon if I want to be a Master. I have to help people, too. I'll fly back to the Radio Tower and finish writing tomorrow sometime.



Lunch

I went into Kogane's Radio Tower and discovered the stairs were no longer blocked by a strange man. Upstairs, I had to defeat a whole lot of Team Rocket members. I kept hoping Lance would show up again but he must be off on a different quest. At the top, I found another boss; only this time he gave me a key instead of a password.



Yikes! Team Rocket is everywhere.

My hunch was right. The key opened the door in the underground passage beneath the tower. Just inside, I was met by a surprise face — not Lance but my rival. He keeps getting stronger but I still managed to

defeat him. You guessed it — my rival ran off after his defeat. There are three locked doors here and three switches. I'm trying to figure out the switch combination to let me through.



Whom will I meet in the underground passage?

Day 17: Later

After flipping the switches about 100 times, I finally got through those doors and found a man trapped. I let him out and he gave me another key. Luckily, I didn't have to make my way back through the maze. There was an elevator there leading up to the shop on the other side of town.

I'm going to head back to the Radio Tower to see if this key opens any of the locked doors there.

Day 17: Midnight

I should have waited until morning before heading back through the Radio Tower. There were more Team Rocket trainers there. Tough ones. I'm so tired I can hardly keep my eyes open. I'll worry about it in the morning.



Dinner

With Team Rocket taken care of, I returned to Choji Town and continued east.

The man asking for 300 yen is no longer blocking the road, beyond which was an ice cave. In it, I found an item ball containing HM07, WATERFALL.

There were plenty of boulders to push in this cave. The icy floors made it easier to drop them through the holes to the lower level. But in some spots I had to walk in circles to keep from sliding into the holes myself. Outside, I found myself in a much rockier region, very close to the eighth Gym (Ibuki's Dragon Gym). I'm very excited, but I need my rest for tomorrow's showdown. I may have to count Meriipu in order to get to sleep. Wish me luck!



I found HM07 Waterfall.

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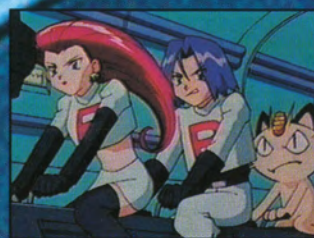
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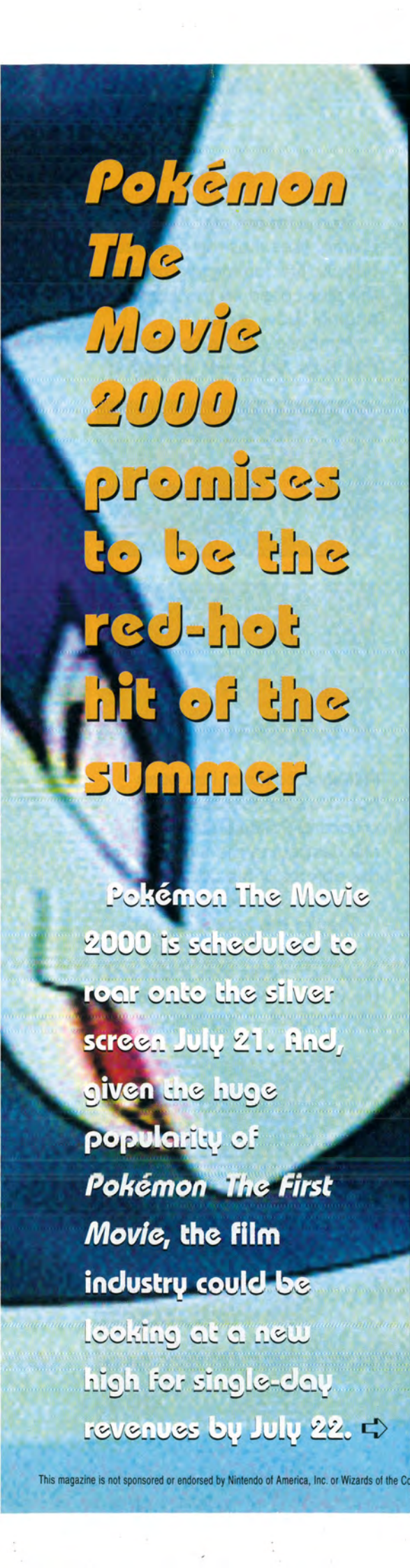
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Burnin' Up the Big Screen

By Kit Kiefer

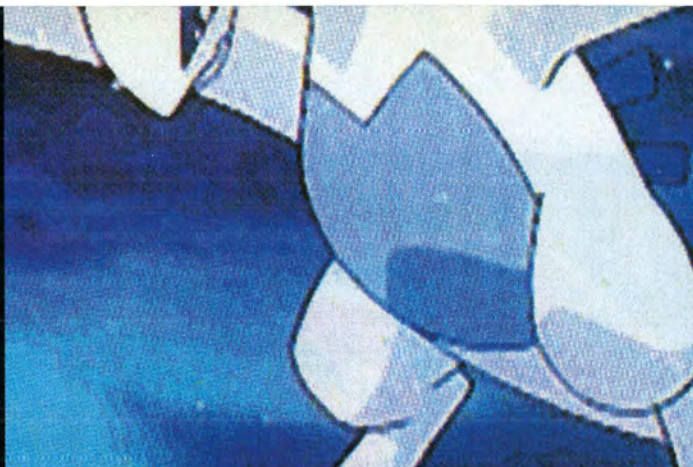


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Pokémon The Movie 2000 promises to be the red-hot hit of the summer

**Pokémon The Movie
2000** is scheduled to
roar onto the silver
screen July 21. And,
given the huge
popularity of
*Pokémon The First
Movie*, the film
industry could be
looking at a new
high for single-day
revenues by July 22. ➡



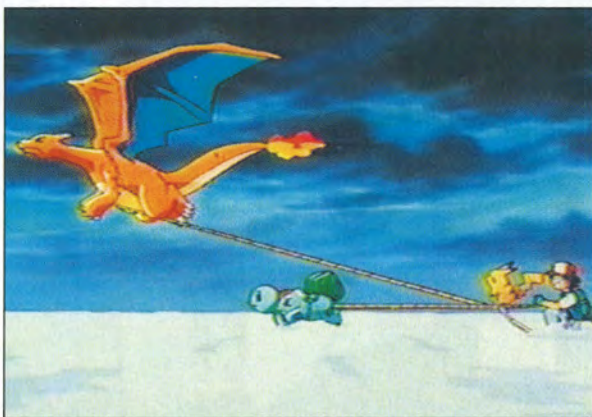


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The Warner Bros. Pictures sequel to last fall's hit is an adventure about an evil force that arrives and spins the Poké-universe out of control. Of course, would-be Master Trainer Ash Ketchum finds himself in the center of this turmoil and is the only one who can set things straight.

Unlike the first movie, there are no conflicts between trainers. Ash, Misty and Team Rocket are basically all on the same side.

Despite this odd synergy between the characters, there's plenty to like about the movie and plenty of reasons why it will be the Poké event of the summer.



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Poké Plot

Start with the plot. Although Warner Bros. has released few details, we can loosely predict the plot based on the Japanese original. Here goes:

Perhaps because he thought that Base Set 2 was a ripoff, a



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Pokémon collector has gone bad. He's so obsessed with collecting Pokémon that he'll risk destroying the world to get the objects of his desire.

And no, they're not holofoils.

They're the legendary birds of Pokémon, and an ancient prophecy states that if three of the birds — Moltres, Zapdos and Articuno — are brought



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together, they'll summon a fourth bird, Lugia, that has the power to destroy the Earth.

The birds live on three separate but nearby islands, which doesn't stop them from getting together on Thanksgiving for a nice turkey dinner. While vacationing near



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the birds' islands, Ash and Misty become caught up in the evil collector's scheme.

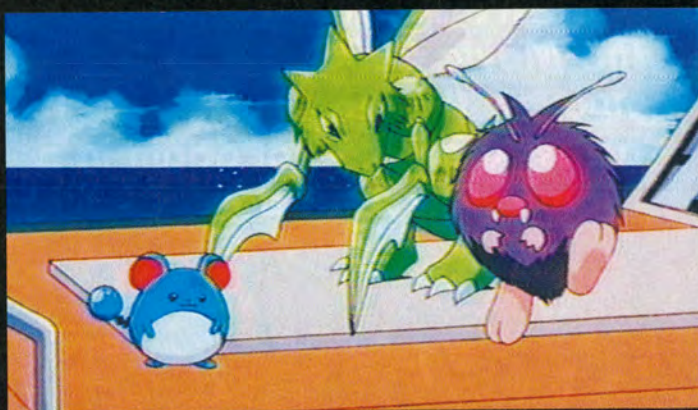
The collector captures two of the three birds — Moltres with an electric net and Zapdos in a magnetic cage — and nets Ash, Misty and Team Rocket at the same time. This wreaks havoc on the weather, which is how legendary birds fight back when they're riled up.

When they realize the fate of the world is in their hands,



Poké Cameos

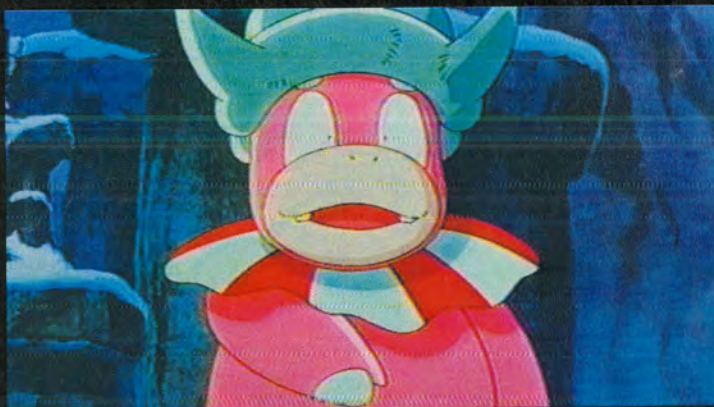
The following characters make brief but memorable appearances in *Pokémon The Movie 2000*



Maril (far left)



Professor Oak and Ash's mom



Slowking

Missing in Action

Brock fans will be disappointed to learn that their favorite trainer doesn't appear in *Pokémon The Movie 2000*. Rumor has it, however, Ash and Misty may run across their old pal again in a future televised adventure.



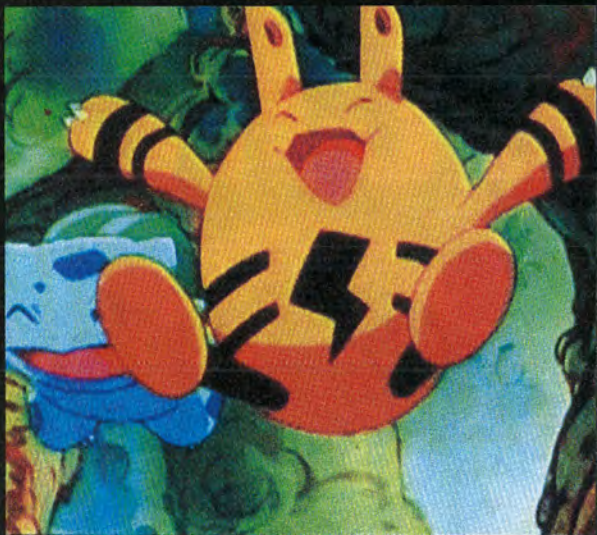
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Ash and Misty join up with Team Rocket. (If the world is destroyed, Jesse and James reason, there won't be any Pokémon left to steal. At least they're being logical.)

Meanwhile, a beautiful island girl becomes convinced that Ash is the savior mentioned in tribal lore, which tells you that she doesn't watch Kids WB. She persuades Ash to appease the legendary birds by collecting three treasures.

It's "Pokémon of the world unite!" and "All for one and one for all!" as Ash, Misty, Team Rocket and thousands of Pokémon try to save the world from one collector.

Short Subject



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Like *Pokémon: The First Movie*, *Pokémon The Movie 2000* is preceded by another hyper-cute animated short starring Pikachu and friends, so get there early!

Will Ash succeed? Now that third-wheel Brock is out of the picture, exactly what is the relationship between Ash and Misty? (Pals? Buds? Or something more?) And will Ash finally receive a scolding from his long-suffering mother? You'll have to watch the movie to answer those questions for yourself.

As for other character appearances, the movie is likely to feature cameos from Professor Oak and Ash's mom; the first sightings of Maril, Slowking and, of course, Lugia. And a combination of computer-generated animation and traditional cel animation will be leaps ahead of past Pokémon efforts.

Special Events

And now, on to the even-better stuff.

Expect another huge Burger King promotion for *Pokémon The Movie 2000*. The fast-food chain seems to have found a formula that works — toys and cards and lots of them — so expect more of the same. You can predict the promotions to start on or about July 21 and extend for at least three weeks.

Topps has already signed on to do at least one trading-card set. Given its knack for going up the price ladder, a chrome version of the basic movie cards is a strong possibility,

likely releasing within a month to six weeks of the movie and its first series of cards.

Wizards of the Coast is also weighing in, with four new Pokémon TCG promo cards that will be given to movie goers (as with the first movie).

Movie-theater promotions are another certainty, tying in to WotC's Pokémon TCG. The first movie-theater giveaway wasn't exactly trouble-free — the demand for cards the opening week far outstripped supply — but most of the kinks were nothing that a couple days' run on the printing presses couldn't solve.

Would one of those giveaways be a special Lugia card? You've been reading ahead.

Figure on products from other Pokémon licensees like Rose Art (movie scenes to color), Hasbro (toys and games), Basic Fun (keychains) and Candy Planet (candy and dispensers), as well as a big promotion from Kellogg's for its Pokémon sugar-'n'-oats cereal.

During late July and early August it'll seem like *Pokémon The Movie 2000* is a giant swimming pool and you're jumping off the diving board head-first.

Just watch out for that Slowking! 



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Team Rocket



Hits Town!

This time the devious trio comes armed with Dark powers and a surprise card. Deck building will never be the same!

By Scott Gerhardt

The Team Rocket expansion is hitting the tournament scene like a drop of water on a red-hot pancake griddle. It's sizzling, smoking, steaming and changing almost everything.

Team Rocket's 83 cards almost unanimously share two killer characteristics: low HP and a mighty big punch. These hard-hitters will drastically change the way people build decks and will virtually wipe some popular decks from the face of the earth.

Traditional **stall decks** are cooked. With more Pokémon able to pack a powerful punch quicker, stall decks won't have time to set their defenses. Forced to waste precious resources on these very energy-efficient Pokémon, the stall player will be doomed mid to late game. Wave *sayonara* to stall decks — and if you play stall, better think up a new strategy.

Rain Dance got another Blastoise, like it needed one. Rain Dance now has the capability to deal the pivotal 70 damage for a mere four Energy. Of course, with the decreased HPs of Pokémon the old Blastoise may be more effective, depending on the popularity of the other cards in the set. Look for Rain Dance to run about two or so Dark Blastoise as a great way to beat on an opponent more effectively without PlusPower.

Traditional **Haymaker** decks gain little. Challenge! is a realistic add to this deck, allowing it to slim down quicker and be significantly more effective in all phases of the game. But that's about it. ➡

Team Rocket

Hits Town! continued

Potpourri, a favorite of mine, is finally back in the game. Its effectiveness was limited during the Fossil reign, but now several really strong cards have come to its aid. First and foremost is Rainbow Energy. This insanely good card allows Potpourri access to whatever Energy it needs whenever it needs it.

Challenge! is even better in this deck than Haymaker due to the variety of Pokémon with which it has to work. Squirtle gives Potpourri a good Water option, since it can deal with troublesome Fire Pokémon like Magmar. Look for this deck to re-explode on the tournament scene.

Psychic Powers

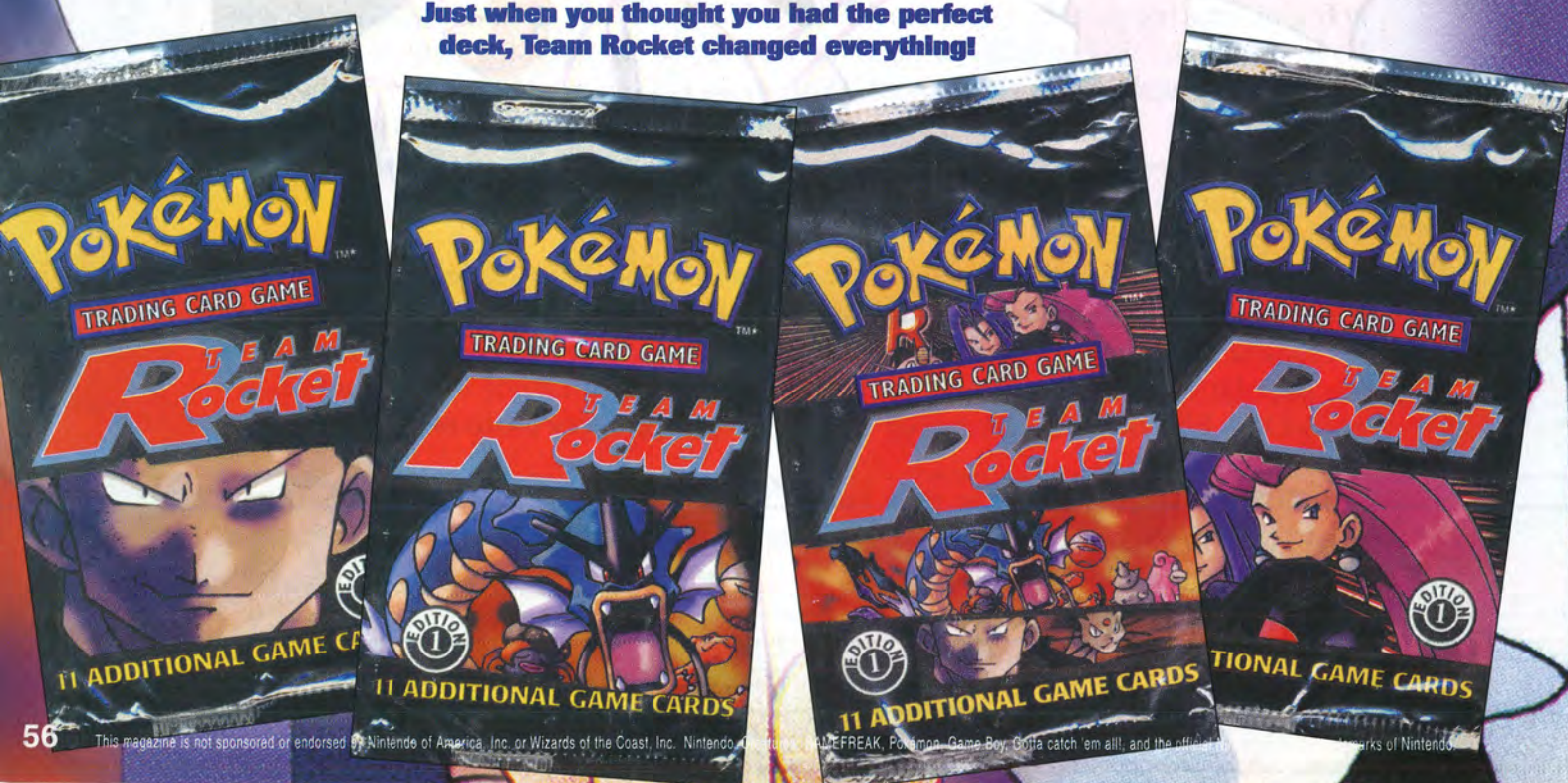
And believe it or not, a **mono-Psychic** deck is not only viable, it's great! With two of the biggest beatings in Rocket appearing in the same evolution line, Psychic can go super-offensive with Kadabra and Alakazam. These two give Psychic a way to deal with the likes of Wigglytuff, Chansey, and other Psychic-resistant Pokémon that used to make this deck almost unplayable. The new champ of the mono-color decks? Sure looks that way.

Want a new deck archetype? How about **Energy Removal Beatdown**? Running Dark Muk with a slew of Energy Removal will ensure a fast-paced slugfest. This deck neutralizes hit-and-run Pokémon like Scyther and other zero retreaters by making them pay Energy to get out of there. In initial playtesting this deck has shown promise, and I feel it will be a force with which to reckon.

The second viable archetype comes from another Grass Pokémon – Dark Vileplume. The details and construction of the deck are still real sketchy, but it could be the key component in a new stall deck, or even another form of beatdown to prevent your opponent from destroying your plan.

It's not really a deck archetype, but using Evolutions just got viable with the addition of Dragonair. Being able to simply find evolutions at a rate of one per turn is insane. It's just like drawing an extra card. Plus, Dragonite's ability to bring down Basics means you'll have no shortage of places to put ➡

Just when you thought you had the perfect deck, Team Rocket changed everything!



those Evolutions. Finally, the whole 4-3-2 rule of evolving is broken. You can run far more slim and efficient, especially with Nightly Garage Run's ability to shuffle back Evolutions, Basics, and Energy into your library.

Like any expansion, Team Rocket will have its sleeper cards. So, just because you don't see something here does not mean it can't become one of the big cards. With so many new cards, your imagination can run wild. Maybe you'll be the one to invent the next big archetype – who knows?

Team Rocket's 83 cards will have a major impact on the TCG environment. With old decks changing around and new ones sprouting up, the tournament scene is in for a major overhaul.

Just get in there, try to adapt and figure out just which deck works best for you. 

Surprise, Surprise!

A few days before Team Rocket was released, reports of a mysterious holofoil Dark Raichu card started circulating on the Internet. What's more, the card was numbered 83 (83/82) in the "82-card" set. Could this be for real? Definitely!

When the Team Rocket hit the market on April 22, many buyers (including PoJo) found the Dark Raichu in booster packs. Since then, the card has been causing quite a buzz. This is the hottest U.S. card since Base Set 1 Charizard and just as cool looking.

Dark Raichu wasn't an error card – it's a "special surprise" for Poké fans, a Wizards of the Coast spokesperson said.

Though available only as a holofoil, the card isn't super rare. The odds of getting a Dark Raichu in a booster are the same as getting any other foil card – 1 out of every 54 booster packs.. Fans also are reporting the card is available in unlimited boosters, too, not just first edition.

Good luck getting one of your own!



Team Rocket's holofoil Dark Raichu (first edition) is worth about \$27.

Did You Catch This Dragonite?

Keep an eye out for a misprinted Dragonite in your Team Rocket sets. Deck Mechanic Bret Larwick, who was lucky enough to visit the official Team Rocket release party at Mall of America in Minnesota, fills us in:

"In the Team Rocket expansion, a few very lucky trainers might find an ultra-rare misprint in their booster pack! Shortly after the machines began to prepare the latest set, an error was noticed on the non-holographic Dark Dragonite card. Instead of listing the card number of the set as 22/82, it lists it as 5/82 (the number of its holographic counterpart). Wizards quickly corrected this error, but those misprints that were already packaged are out there somewhere.

"Mike Boozer, customer service manager and master trainer, showed us this valuable card and informed us that 4,000 of them are in existence. So, make sure if you get a non-holographic Dark Dragonite, check the numbers in the lower right-hand corner!" 

Team Rocket

Dark Alakazam



1

Rating: ♂♂♂♂♂

60 HP Type: RH

Price: \$15 1st ed. \$12 unlimited

Card Analysis

Are you kidding? This is one of the best Pokémon in Team Rocket! One attack is a solid hit-and-run, and the other is unaffected by Weakness/Resistance. Alakazam is the new Psychic heavy-hitter.

Dark Arbok



2

Rating: ♂♂♂♂♂

60 HP Type: RH

Price: \$13 1st ed. \$10 unlimited

Card Analysis

Hmmmm. Stare isn't all it's cracked up to be, but Poison Vapor can be devastating. The ability to do 10 damage to everything on the board plus Auto-Poison is really solid.

Dark Blastoise



3

Rating: ♂♂♂♂♂

70 HP Type: RH

Price: \$16 1st ed. \$13 unlimited

Card Analysis

An ultra-powerful Blastoise — as if Blastoise wasn't powerful enough. Used in conjunction with its Base-set twin, Dark Blastoise makes an incredible machine that can easily dish 70 damage on turn two. Plus, Rocket Tackle is a great Attack, if you're low on Water Energy.

Dark Charizard



4

Rating: ♂♂♂♂♂

80 HP Type: RH

Price: \$25 1st ed. \$20 unlimited

Card Analysis

While this Charizard does rely on coin-flip luck, it also has an alternate 10 HP attack, one less retreat, and less Energy required to attack. This one may see as much play as its Base Set twin.

Dark Dragonite



5

Rating: ♂♂♂♂♂

70 HP Type: RH

Price: \$15 1st ed. \$11 unlimited

Card Analysis

He combos well with Dragonair. While Dragonair pulls evolutions, Dragonite can come down and grab the Basics those evolutions need. His possible 70-for-four attack is amazingly good, too.

Dark Dugtrio



6

Rating: ♂♂♂♂♂

50 HP Type: RH

Price: \$14 1st ed. \$10 unlimited

Card Analysis

Semi-useful Pokémon Power, okay attack, low HP. No superstar material here.

PoJo's Power Rating

5. A master card
4. Very Useful
3. Average
2. Limited Uses
1. Keep in the shoebox

Legend

- RH~ Rare Hologram
R~ Rare
UN~ Uncommon
C~ Common

Dark Golbat



7

Rating: ♂♂♂♂♂

50 HP Type: RH

Price: \$13 1st ed. \$10 unlimited

Card Analysis

Goodness gracious! Ten free damage to anything if it's Active and 20 more on its attack! Low HP is a downer, though.

Dark Gyarados



8

Rating: ♂♂♂♂♂

70 HP Type: RH

Price: \$15 1st ed. \$12 unlimited

Card Analysis

Ice Beam is certainly okay and Final Beam is a nice take-you-with-me-type attack. If only Magikarp were easier to keep alive...

Dark Hypno



9

Rating: ♂♂♂♂♂

60 HP Type: RH

Price: \$14 1st ed. \$11 unlimited

Card Analysis

Unlike its semi-defensive Fossil counterpart, this Hypno is all offense, all of the time. His ability to do massive damage to those with a large Bench might earn him some playing time.

Dark Machop



10

Rating: ♂♂♂♂♂

70 HP Type: RH

Price: \$14 1st ed. \$11 unlimited

Card Analysis

His primary attack is okay in certain situations but Machop is too slow to be tournament material.

Dark Magneton



11

Rating: ♂♂♂♂♂

60 HP Type: RH

Price: \$13 1st ed. \$10 unlimited

Card Analysis

In the great Magneton tradition, this guy sucks. Both of his attacks help opponents more than they hurt them.

Dark Slowbro



12

Rating: ♂♂♂♂♂

60 HP Type: RH

Price: \$14 1st ed. \$10 unlimited

Card Analysis

Fickle Attack is unreliable yet incredible for its cost. His Pokémon Power finally provides a reliable way to retrieve fainted Pokémon. Definitely playable.

PoJo's Power Rating

5. A master card
4. Very Useful
3. Average
2. Limited Uses
1. Keep in the shoebox

Legend

- RH~ Rare Hologram
R~ Rare
UN~ Uncommon
C~ Common

Dark Arbok



19

Rating:
60 HP Type: R
Price: \$6 1st ed. \$4 unlimited

Card Analysis

Hmmm. Stare isn't all it's cracked up to be, but Poison Vapor can be devastating. The ability to do 10 damage to everything on the board plus Auto-Poison is really solid.

Dark Blastoise



20

Rating:
70 HP Type: R
Price: \$8 1st ed. \$5 unlimited

Card Analysis

An ultra-powerful Blastoise — as if Blastoise wasn't powerful enough. Used in conjunction with its Base-set twin, Dark Blastoise makes an incredible machine that can easily dish 70 damage on turn two. Plus, Rocket Tackle is a great Attack, if you're low on Water Energy.

Dark Charizard



21

Rating:
80 HP Type: R
Price: \$10 1st ed. \$8 unlimited

Card Analysis

While this Charizard does rely on coin-flip luck, it also has an alternate 10 HP attack, one less retreat, and less Energy required to attack. This one may see as much play as its Base Set twin.

Dark Dragonite



22

Rating:
70 HP Type: R
Price: \$7 1st ed. \$5 unlimited

Card Analysis

He combos well with Dragonair. While Dragonair pulls evolutions, Dragonite can come down and grab the Basics those evolutions need. His possible 70-for-four attack is amazingly good, too.

Dark Dugtrio



23

Rating:
50 HP Type: R
Price: \$6 1st ed. \$4 unlimited

Card Analysis

Semi useful Pokémon Power, okay attack, low HP. No superstar material here.

Dark Golbat



24

Rating:
50 HP Type: R
Price: \$6 1st ed. \$4 unlimited

Card Analysis

Goodness gracious! Ten free damage to anything if it's Active and 20 more on its attack! Low HP is a downer, though.

Team Rocket

Dark Gyarados



25

Rating:
 70 HP Type: R
 Price: \$7 1st ed. \$5 unlimited

Card Analysis

Ice Beam is certainly okay and Final Beam is a nice take-you-with-me-type attack. If only Magikarp were easier to keep alive...

Dark Hypno



26

Rating:
 60 HP Type: R
 Price: \$6 1st ed. \$4 unlimited

Card Analysis

Unlike its semi-defensive Fossil counterpart, this Hypno is all offense, all of the time. His ability to do massive damage to those with a large Bench might earn him some playing time.

Dark Machop



27

Rating:
 70 HP Type: R
 Price: \$6 1st ed. \$5 unlimited

Card Analysis

His primary attack is okay in certain situations but Machop is too slow to be tournament material.

Dark Magnetron



28

Rating:
 60 HP Type: R
 Price: \$6 1st ed. \$4 unlimited

Card Analysis

In the great Magnetron tradition, this guy sucks. Both of his attacks help opponents more than they hurt them.

Dark Slowbro



29

Rating:
 60 HP Type: R
 Price: \$6 1st ed. \$4 unlimited

Card Analysis

Fickle Attack is unreliable yet incredible for its cost. His Pokémon Power finally provides a reliable way to retrieve Fainted Pokémon. Definitely playable.

Dark Vileplume



30

Rating:
 60 HP Type: R
 Price: \$7 1st ed. \$5 unlimited

Card Analysis

In the spirit of Gastly and Haunter, get used to a bad old card that has become very good. This card could create a new deck type. His attack is more than solid and his Pokémon Power is something to be feared by all trainers.

PoJo's Power Rating

- 5 A master card
- 4 Very Useful
- 3 Average
- 2 Limited Uses
- 1 Keep in the shoebox

Legend

- RH~ Rare Hologram
- R~ Rare
- UN~ Uncommon
- C~ Common

Dark Weezing



31

Rating: 31
60 HP Type: R
Price: \$6 1st ed. \$4 unlimited

Card Analysis

In a Weezing theme deck with Pokémon Centers, he might be really good. His second attack is worth a look.

Dark Charmeleon



32

Rating: 32
50 HP Type: UN
Price: \$1 1st ed. \$1 unlimited

Card Analysis

Don't care much for that second attack. It's 50% effective and costs three Fire, losing one of them for sure. Low HP should keep you up at night.

Dark Dragonair



33

Rating: 33
60 HP Type: UN
Price: \$1 1st ed. \$1 unlimited

Card Analysis

His attack is terrible but his Pokémon Power is one of the best in the game. Playing with Dragonair will make playing with evolutions a real possibility. Set him on the Bench for just three or four turns and you'll have any evolution strain you want real fast.

Dark Electrode



34

Rating: 34
60 HP Type: UN
Price: \$1 1st ed. \$1 unlimited

Card Analysis

Mediocre. The attacks just aren't powerful enough to warrant a Stage 1.

Dark Flareon



35

Rating: 35
50 HP Type: UN
Price: \$1 1st ed. \$1 unlimited

Card Analysis

With a possible 50 HP attack on turn two, he's a good kick to a Fire trainer. Low HP stinks but Rage makes him a good sacrifice.

Dark Gloom



36

Rating: 36
50 HP Type: UN
Price: \$1 1st ed. \$1 unlimited

Card Analysis

Pollen Stench is a double-edged sword but a semi-weird deck could be built to utilize it. Any takers?

Team Rocket

Dark Golduck



37

Rating:
 60 HP Type: UN
 Price: \$1 1st ed. \$1 unlimited

Card Analysis

What were they thinking with this card? Third Eye is straight-up broken (too good), and Super Psy is just obnoxious for a Water Pokémon. 60 HP is the downside but we will definitely be seeing this card in decks.

Dark Jolteon



38

Rating:
 50 HP Type: UN
 Price: \$1 1st ed. \$1 unlimited

Card Analysis

Very impressive. He has the best one-Energy attack in the entire game, dealing a consistent 20 and a possibility of stopping your opponent's next attack, and a great second attack. HP is kinda low, but so is everything else from this set.

Dark Kadabra



39

Rating:
 50 HP Type: UN
 Price: \$1 1st ed. \$1 unlimited

Card Analysis

This guy is simply amazing. Two Energy for 30 HP, regardless of Resistance, is just incredible. On top of that, his card-cycling Pokémon Power will speed you to the cards you need.

Dark Machoke



40

Rating:
 60 HP Type: UN
 Price: \$1 1st ed. \$1 unlimited

Card Analysis

Yuck. Both attacks require an opponent's choice, which is bad. Plus, the attacks are weak, which is worse.

Dark Muk



41

Rating:
 60 HP Type: UN
 Price: \$1 1st ed. \$1 unlimited

Card Analysis

Muk is ready for a good ol' fashioned slugfest. His Pokémon Power makes it tougher for opponents to retreat but Dark Muk lacks the big punch he really needs to utilize this awesome ability. Energy Removal decks will like this guy, nonetheless.

Dark Persian



42

Rating:
 60 HP Type: UN
 Price: \$1 1st ed. \$1 unlimited

Card Analysis

He'd have to do a lot to make playing Meowth worth it. He doesn't.

PoJo's Power Rating

- 5. A master card
- 4. Very Useful
- 3. Average
- 2. Limited Uses
- 1. Keep in the shoebox

Legend

- RH~ Rare Hologram
- R~ Rare
- UN~ Uncommon
- C~ Common

Dark Primeape



43

Rating: ●●●●●

60 HP Type: UN

Price: \$1 1st ed. \$1 unlimited

Card Analysis

OK, so he deals 40 for two but Frenzy Attack is a double-edged sword. Flipping heads makes him amazing but the first tails will blow him up.

Dark Rapidash



44

Rating: ●●●●●

60 HP Type: UN

Price: \$1 1st ed. \$1 unlimited

Card Analysis

With its lower HP and weaker attacks, this Rapidash is a shadow of its jungle counterpart — which wasn't exactly Arnold Schwarzenegger to start with.

Dark Vaporeon



45

Rating: ●●●●●

60 HP Type: UN

Price: \$1 1st ed. \$1 unlimited

Card Analysis

This Vaporeon is not bad but probably Eevee's worst evolution. Whirlpool is a good Attack and Bite is real nice. If only something could be done about the relatively weak attacks and 60 HP.

Dark Wartortle



46

Rating: ●●●●●

60 HP Type: UN

Price: \$1 1st ed. \$1 unlimited

Card Analysis

Doubleslap still stinks but Mirror Shell is a wonderful defense. Maybe opponents will think twice about that 50 HP attack. Not bad at all while you're waiting on your Blastoise.

Magikarp



47

Rating: ●●●●●

30 HP Type: UN

Price: \$1 1st ed. \$1 unlimited

Card Analysis

Slightly improved...but still lousy. If you can actually keep it alive, Rapid Evolution is wonderful for getting it up to Gyarados. And as we know, that's Magikarp's only real purpose.

Porygon



48

Rating: ●●●●●

40 HP Type: UN

Price: \$1 1st ed. \$1 unlimited

Card Analysis

This Porygon might actually be worth playing. It still has the Conversion 1 attack but now has a damage-dealing attack with a shot at Confusion. Respectable.

Team Rocket

Abra



49

Rating:
40 HP Type: C
Price: \$0.50 1st ed. \$0.50 unlimited

Card Analysis

Vanish is a decent defensive maneuver, adding 10 HP in exchange for a retreat cost — not a bad trade to keep Abra alive.

Charmander



50

Rating:
40 HP Type: C
Price: \$0.50 1st ed. \$0.50 unlimited

Card Analysis

Charmander's attack effectiveness and Pokémon Power more than make up for his lower HP. He burns through the pesky 40 HP Grass Pokémon on the first turn and doesn't look back. Gather Fire makes him an unlikely candidate for removal.

Dark Raticate



51

Rating:
50 HP Type: C
Price: \$0.50 1st ed. \$0.50 unlimited

Card Analysis

If you're feeling lucky, this guy is okay. His 50-for-three attack is real nice but flipping tails means you get nothing.

Diglett



52

Rating:
40 HP Type: C
Price: \$0.50 1st ed. \$0.50 unlimited

Card Analysis

A better, tougher, less color-intensive Diglett. His attacks are fairly solid and his zero retreat cost makes him playable.

Dratini



53

Rating:
40 HP Type: C
Price: \$0.50 1st ed. \$0.50 unlimited

Card Analysis

Not completely horrible. He gives the decent option of Paralysis to hold off an early opponent until he can evolve.

Drowzee



54

Rating:
50 HP Type: C
Price: \$0.50 1st ed. \$0.50 unlimited

Card Analysis

An inconsistent Pokémon Power but an okay attack. An improvement over his Base Set twin.

- 5. A master card
- 4. Very Useful
- 3. Average
- 2. Limited Uses
- 1. Keep in the shoebox

RH~ Rare Hologram
R~ Rare
UN~ Uncommon
C~ Common

Eevee



55

Rating:

40 HP Type: C

Price: \$0.50 1st ed. \$0.50 unlimited

Eevee's defensive Sand Attack at least gives it a way of surviving long enough to evolve.

Ekans



56

Rating:

50 HP Type: C

Price: \$0.50 1st ed. \$0.50 unlimited

Standard Grass Pokémon
with a standard Grass attack.
Pretty standard, all in all.

Grimer

57

Rating:

40 HP Type: C

Price: \$0.50 1st ed. \$0.50 unlimited

Sticky Hands has the potential to be nasty. Going from 10 to 30 damage with Paralysis based on a coin flip makes him formidable. This is a much more offensive Grimer with a big downside: low HP.

Koffing

58

Rating:

40 HP Type: C

Price: \$0.50 1st ed. \$0.50 unlimited

It's pretty hard to like this Koffing after the last status-guaranteed Koffing. This one has less HP and sub-par attacks. He might be better in a deck just touching Grass but even there he's out of place.

Machop



59

Rating:

50 HP Type: C

Price: \$0.50 1st ed. \$0.50 unlimited

Wow! We now have a good splashable Fighting card. It has the good 20-for-two Colorless attack with a bonus for one more Fighting. He's not as good as the old one in a Fighting deck, but a good source of Fighting as part of this complete breakfast.

Magnemite



60

Rating:

40 HP Type: C

Price: \$0.50 1st ed. \$0.50 unlimited

This guy screams, "Put me in a bad theme deck!" Actually, his Colorless attack makes him a decent splashable Lightning Pokémon.

Team Rocket

Mankey



61

Rating:
 40 HP Type: C
 Price: \$0.50 1st ed. \$0.50 unlimited

Card Analysis

Not bad at all. His second attack has a pretty high damage potential and zero retreat makes him playable.

Meowth



62

Rating:
 40 HP Type: C
 Price: \$0.50 1st ed. \$0.50 unlimited

Card Analysis

Peeeee-uwwww! Two Energy earn you a chance — just a chance, mind you — to do a whopping 20 damage. Terrible.

Oddish



63

Rating:
 50 HP Type: C
 Price: \$0.50 1st ed. \$0.50 unlimited

Card Analysis

A low-Energy-cost, pick-your-effect Pokémon. Not wonderful, but decent.

Ponyta



64

Rating:
 50 HP Type: C
 Price: \$0.50 1st ed. \$0.50 unlimited

Card Analysis

A solid, traditional, bland, standard, boring, dull Fire Pokémon.

Psyduck



65

Rating:
 50 HP Type: C
 Price: \$0.50 1st ed. \$0.50 unlimited

Card Analysis

A good card-drawer and a solid attacker. He may be even better than his already-good Fossil twin.

Rattata



66

Rating:
 40 HP Type: C
 Price: \$0.50 1st ed. \$0.50 unlimited

Card Analysis

Worthless. His Pokémon Power is only useful in a really bad deck and his attack is no better.

Team Rocket

The Boss's Way



73

Rating: ♂♂♂♂

Type: UN Trainer

Price: \$1 1st ed. \$1 unlimited

Card Analysis

Pretty good in a Rocket-heavy deck. Pretty useless otherwise.

Challenge!



74

Rating: ♂♂♂♂♂♂

Type: UN Trainer

Price: \$1 1st ed. \$1 unlimited

Card Analysis

Yes, yes, yes! Either you get a free Bill, which we all know is good, or you can run it in a super-light Basic deck to fill it up fast, preventing you from drawing Basics as the game goes on. We like this card a lot.

Digger



75

Rating: ♂♂♂

Type: UN Trainer

Price: \$1 1st ed. \$1 unlimited

Card Analysis

A PlusPower that can backfire. If you want to do 10 damage extra, stick with PlusPower.

Impostor Oak's Revenge



76

Rating: ♂♂♂

Type: UN Trainer

Price: \$1 1st ed. \$1 unlimited

Card Analysis

About as useful as Impostor Professor Oak — "useful" being taken loosely.

Nightly Garbage Run



77

Rating: ♂♂♂♂♂♂

Type: UN Trainer

Price: \$1 1st ed. \$1 unlimited

Card Analysis

This card yields good deck advantage and provides a good way of getting back Pokémon and Energy. You'll be seeing a lot of it.

Sleep!



78

Rating: ♂

Type: UN Trainer

Price: \$1 1st ed. \$1 unlimited

Card Analysis

Semi-useful Pokémon Power, okay attack, low HP. No superstar material here.

Vantage Infosystems

Pokemon Price list

Basic Set

Card Name	Price
Alakazam (H)	£7.50
Blastoise (H)	£10.00
Chansey (H)	£7.50
Charizard (H)	£25.00
Clefairy (H)	£6.00
Gyarados (H)	£4.00
Hitmonchan (H)	£4.00
Machop (H)	£3.00
Machop (H)	£5.00
Machop (H)	£4.00
Nidoking (H)	£4.00
Ninetales (H)	£5.00
Poliwrath (H)	£5.00
Raichu (H)	£7.50
Venusaur (H)	£7.50
Zapdos (H)	£7.50
Beedrill	£3.00
Dragonair	£3.00
Dugtrio	£3.00
Electabuzz	£3.00
Electrode	£3.00
Pidgeotto	£3.00
Arcanine	50p
Charmeleon	50p
Dewgong	50p
Dratini	50p
Farfetch'd	50p
Growlithe	50p
Haunter	50p
Ivysaur	50p
Jynx	50p
Kadabra	50p
Kakuna	50p
Machoke	50p
Magikarp	50p
Magmar	50p
Nidorino	50p
Poliwhirl	50p
Porygon	50p
Raticate	50p
Seel	50p
Wartortle	50p
Abra	20p
Bulbasaur	20p
Caterpie	20p
Charmander	20p
Diglett	20p
Doduo	20p
Drowzee	20p
Gastly	20p
Koffing	20p
Machop	20p
Magnemite	20p
Metapod	20p
Nidoran(M)	20p
Onix	20p
Pidgey	20p
Pikachu	20p
Poliwag	20p
Ponyta	20p
Rattata	20p
Sandslash	20p
Squirtle	20p
Starmie	20p
Staryu	20p
Tangela	20p
Voltorb	20p
Vulpix	20p
Weedle	20p
Clefairy Doll	£3.00
Computer Search	£3.00
Devolution Spray	£2.00
Impostor Professor Oak	£2.00
Item Finder	£2.00
Lass	£2.00
Pokemon Breeder	£3.00

Pokemon Trader	£3.00
Scoop Up	£3.00
Super Energy Removal	£3.00
Defender	50p
Energy Retrieval	50p
Full Heal	50p
Maintenance	50p
PlusPower	50p
Pokemon Center	50p
Pokemon Flute	50p
Pokedex	50p
Professor Oak	£1.00
Revive	50p
Super Potion	50p
Bill	20p
Energy Removal	20p
Gust of Wind	20p
Potion	20p
Switch	20p
Double Colorless Energy	£1.00
Fighting Energy	10p
Fire Energy	10p
Grass Energy	10p
Lightning Energy	10p
Psychic Energy	10p
Water Energy	10p

Jungle

Card Name	Price
Clefable (H)	£5.00
Electrode (H)	£5.00
Flareon (H)	£5.00
Jolteon (H)	£5.00
Kangaskhan (H)	5.00
Mr.Mime (H)	£10.00
Nidoqueen (H)	£5.00
Pidgeot (H)	£5.00
Pinsir (H)	£5.00
Scyther (H)	£10.00
Snorlax (H)	£10.00
Vaporeon (H)	£5.00
Venomoth (H)	£5.00
Victreebel (H)	£5.00
Vileplume (H)	£5.00
Wigglytuff (H)	£5.00
Clefable	£3.00
Electrode	£3.00
Flareon	£3.00
Jolteon	£3.00
Kangaskhan	£3.00
Mr.Mime	£3.00
Nidoqueen	£3.00
Pidgeot	£3.00
Pinsir	£3.00
Scyther	£3.00
Snorlax	£3.00
Vaporeon	£3.00
Venomoth	£3.00
Victreebel	£3.00
Vileplume	£3.00
Wigglytuff	£3.00
Butterfree	50p
Dodrio	50p
Exeggutor	50p
Fearow	50p
Gloom	50p
Lickitung	50p
Marowak	50p
Nidorina	50p
Parasect	50p
Persian	50p
Primeape	50p
Rapidash	50p
Rhydon	50p
Seaking	50p
Tauros	50p
Weepinbell	50p
Bellsprout	30p

Cubone	30p
Eevee	30p
Exeggcute	30p
Golddeen	30p
Jigglypuff	30p
Mankey	30p
Meowth	30p
Nidoran(F)	30p
Oddish	30p
Paras	30p
Pikachu	30p
Rhyhorn	30p
Spearow	30p
Venonat	30p
Poke Ball	30p

Fossil

Card Name	Price
Aerodactyl (H)	£10.00
Articuno (H)	£10.00
Ditto (H)	£10.00
Dragonite (H)	£10.00
Gengar (H)	£10.00
Haunter (H)	£5.00
Hitmonlee (H)	£10.00
Hypno (H)	£5.00
Kabutops (H)	£10.00
Lapras (H)	£5.00
Magnetron (H)	£5.00
Moltres (H)	£10.00
Muk (H)	£5.00
Raichu (H)	£7.50
Zapdos (H)	£5.00
Aerodactyl	£3.00
Articuno	£3.00
Ditto	£3.00
Dragonite	£3.00
Gengar	£3.00
Haunter	£3.00
Hitmonlee	£3.00
Hypno	£3.00
Kabutops	£3.00
Lapras	£3.00
Magnetron	£3.00
Moltres	£3.00
Muk	£3.00
Raichu	£3.00
Zapdos	£3.00
Arbok	50p
Cloyster	50p
Gastly	50p
Golbat	50p
Golduck	50p
Golem	50p
Graveler	50p
Kingler	50p
Magmar	50p
Onastar	50p
Sandslash	50p
Seadra	50p
Slowbro	50p
Tentacruel	50p
Grimer	50p
Ekans	30p
Geodude	30p
Grimer	30p
Horsea	30p
Kabuto	30p
Krabby	30p
Omanyte	30p
Psyduck	30p
Shellder	30p
Slowpoke	30p
Tentacool	30p
Zubat	30p
Mr. Fuji	30p
Energy Search	30p
Gambler	30p

Recycle	30p
Mysterious Fossil	30p

TEAM ROCKET

Card Name	Price
Dark Alakazam (H)	£7.50
Dark Arbok (H)	£5.00
Dark Blastoise (H)	£7.50
Dark Charizard (H)	£15.00
Dark Dragonite (H)	£7.50
Dark Dugtrio (H)	£5.00
Dark Golbat (H)	£5.00
Dark Gyarados (H)	£5.00
Dark Hypno (H)	£5.00
Dark Machop (H)	£5.00
Dark Magnetron (H)	£5.00
Dark Slowbro (H)	£5.00
Dark Vileplume (H)	£5.00
Dark Weezing (H)	£5.00
Here Comes Team Rocket! (H)	£15.00

Rocket's Sneak Attack (H)	£5.00
Rainbow Energy (H)	£7.50
Dark Alakazam	£5.00
Dark Arbok	£3.00
Dark Blastoise	£5.00
Dark Charizard	£10.00
Dark Dragonite	£5.00
Dark Dugtrio	£3.00
Dark Golbat	£3.00
Dark Gyarados	£3.00
Dark Hypno	£3.00
Dark Machop	£3.00
Dark Magnetron	£3.00
Dark Slowbro	£3.00
Dark Vileplume	£3.00
Dark Weezing	£3.00
Dark Charmeleon	£1.00
Dark Dragonair	£1.00
Dark Electrode	£1.00
Dark Flareon	£1.00
Dark Gloom	£1.00
Dark Golduck	£1.00
Dark Jolteon	£1.00
Dark Kadabra	£1.00
Dark Machoke	£1.00
Dark Muk	£1.00
Dark Persian	£1.00
Dark Primeape	£1.00
Dark Rapidash	£1.00
Dark Vaporeon	£1.00
Dark Wartortle	£1.00
Magikarp	£1.00
Porygon	£1.00
Abra	50p
Charmander	50p
Dark Raticate	50p
Diglett	50p
Dratini	50p
Drowzee	50p
Eevee	50p
Ekans	50p
Grimer	50p
Koffing	50p
Machop	50p
Magnemite	50p
Mankey	50p
Meowth	50p
Oddish	50p
Ponyta	50p
Psyduck	50p
Rattata	50p
Slowpoke	50p
Squirtle	50p
Voltorb	50p
Zubat	50p

Here Comes Team Rocket!	£5.00
Rocket's Sneak Attack	£3.00

The Boss's Way	£1.00
Challengel	£1.00
Digger	£1.00
Impostor Oak's Revenge	£1.00
Nightly Garbage Run	£1.00
Goop Gas Attack	50p
Sleep!	50p
Rainbow Energy	£3.00
Full Heal Energy	£1.00
Potion Energy	£1.00
Dark Raichu	£15.00

Japanese

Base set

Holofoils	£5.00
Charizard Holo	£30.00

Jungle

Holofoils	£5.00
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Fossil

Holofoils	£5.00
Mew Holo	£25.00

Team Rocket

Holofoils	£5.00
Dark Charizard	£15.00
Here Comes team rocket	£60.00

Gym 1

Holofoils	£5.00
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Gym 2

Holofoils	£5.00
Blaines Arcanine	£10.00
Blaines Charizard	£20.00
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(Your name)'s Chansey	£10.00

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Haganeeru	£5.00
Herakurosu	£5.00
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Mariruri	£10.00
Meganiumu	£5.00
Oodairu	£5.00
Pichu	£15.00
Slowking	£5.00
Togechikku	£10.00
Wanekko	£10.00
Steel Energy	£5.00

All Japanese commons	50p
All Japanese uncommons	£1.00
All Japanese non Holo rares	£2.00

(H) Holofoil

BASIC SET	£120
JUNGLE SET	£100
FOSSIL SET	£100
TEAM ROCKET SET	£120
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JAPANESE SETS	Call
Japanese Promo cards	Call
Japanese Promo neo 9 card set	£15.00

English Boosters

STARTERS	£7.50
BOOSTERS	£2.50

Japanese

BOOSTERS	Call
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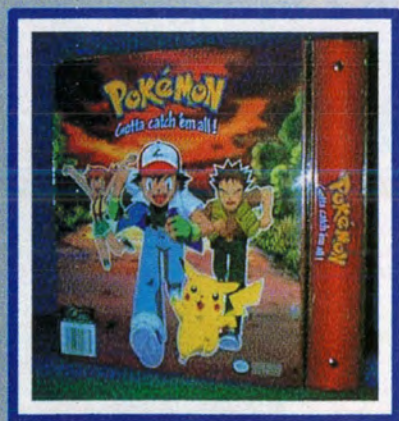


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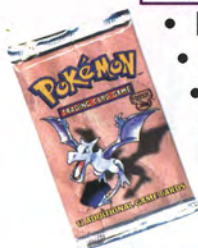


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U.S. Cards

First Edition cards are specially marked with the "Edition 1" stamp to signify their limited print-run status. These cards were only available in mass retail for a short time and current prices reflect this limited production.

"Unlimited" cards do not have the "Edition 1" stamp and remain in production.

PoJo's Unofficial Pokémon does NOT sell cards — the price guide is compiled for clarification of relative values and what you might expect to pay at game stores or collectible dealers for these cards.

No special pricing is given for unique "error" cards (such as yellow-cheek Pikachu or no-damage Ninetales) because of limited pricing data available and the large quantity of misprints in these sets.

Type: C=Colorless, F=Fighting, R=Fire, G=Grass, L=Lightning, P=Psychic, W=Water, T=Trainer, E=Energy

Rarity: H=Holographic (Foil), R=Rare (non-Foil), U=Uncommon, C=Common, N=Non-designated (basic energy)

**USB
1**

Base Set 1 (1st/UL Edition)

Approximate date
initially released:

Starter Decks...Dec. 1998

Theme Decks...Jan. 1999

Booster Packs...Jan. 1999
(Edition 1/Limited Print Run)

Booster Packs...Feb. 1999
(Unlimited Print Run)

102 total cards:

16 Foil (ultra-rare "holographic")

16 Rare (non-"holographic")

32 Uncommon

32 Common

6 Basic Energy (no rarity)

Edition-1 Unlimited

Complete 102-card set \$750.00 \$125.00



Blastoise

A master card Very useful Average
Limited uses Keep in the shoebox

Card Name	Card#	Rarity	Type	Level	Character#	Edition-1	Unlimited	Rating
Alakazam	1/102	(H)	(P)	Lv42	#065	\$36.00	\$12.00	★★★★★
Blastoise	2/102	(H)	(W)	Lv52	#009	\$46.00	\$13.00	★★★★★
Chansey	3/102	(H)	(C)	Lv55	#113	\$33.00	\$10.00	★★★★★
Charizard	4/102	(H)	(R)	Lv76	#006	\$205.00	\$28.00	★★★★★
Clefairy	5/102	(H)	(C)	Lv14	#035	\$28.00	\$9.00	★★★★
Gyarados	6/102	(H)	(W)	Lv41	#130	\$31.00	\$9.00	★★★★
Hitmonchan	7/102	(H)	(F)	Lv33	#107	\$30.00	\$9.00	★★★★
Machop	8/102	(H)	(F)	Lv67	#068	\$8.00	-----	★★★★
Magneton	9/102	(H)	(L)	Lv28	#082	\$28.00	\$9.00	★★★★
Mewtwo	10/102	(H)	(P)	Lv53	#150	\$31.00	\$9.00	★★★★
Nidoking	11/102	(H)	(G)	Lv48	#034	\$32.00	\$10.00	★★★★
Ninetales	12/102	(H)	(R)	Lv32	#038	\$31.00	\$9.00	★★★★
Poliwrath	13/102	(H)	(W)	Lv48	#062	\$28.00	\$10.00	★★★★
Raichu	14/102	(H)	(L)	Lv40	#026	\$31.00	\$10.00	★★★★
Venusaur	15/102	(H)	(G)	Lv67	#003	\$38.00	\$12.00	★★★★
Zapdos	16/102	(H)	(L)	Lv64	#145	\$35.00	\$9.00	★★★★
Beedrill	17/102	(R)	(G)	Lv32	#015	\$15.00	\$3.00	★★★★
Dragonair	18/102	(R)	(C)	Lv33	#148	\$16.00	\$4.00	★★★★
Dugtrio	19/102	(R)	(F)	Lv36	#051	\$14.00	\$3.00	★★★★
Electabuzz	20/102	(R)	(L)	Lv35	#125	\$14.00	\$5.00	★★★★★
Electrode	21/102	(R)	(L)	Lv40	#101	\$13.00	\$3.00	★★★★
Pidgeotto	22/102	(R)	(C)	Lv36	#017	\$13.00	\$3.00	★★★★
Arcanine	23/102	(U)	(R)	Lv45	#059	\$4.00	\$0.50	★★★★
Charmeleon	24/102	(U)	(R)	Lv32	#005	\$5.00	\$0.50	★★★★
Dewgong	25/102	(U)	(W)	Lv42	#087	\$4.00	\$0.50	★★★★
Dratini	26/102	(U)	(C)	Lv10	#147	\$4.00	\$0.50	★★★★
Farfetch'd	27/102	(U)	(C)	Lv20	#083	\$4.00	\$0.50	★★★★
Growlithe	28/102	(U)	(R)	Lv18	#058	\$4.00	\$0.50	★★★★
Haunter	29/102	(U)	(P)	Lv22	#093	\$4.00	\$0.50	★★★★
Ivysaur	30/102	(U)	(G)	Lv20	#002	\$4.00	\$0.50	★★★★
Jynx	31/102	(U)	(P)	Lv23	#124	\$5.00	\$0.50	★★★★
Kadabra	32/102	(U)	(P)	Lv38	#064	\$4.00	\$0.50	★★★★
Kakuna	33/102	(U)	(G)	Lv23	#014	\$3.00	\$0.50	★★★★
Machop	35/102	(U)	(W)	Lv08	#129	\$4.00	\$0.50	★★★★
Magmar	36/102	(U)	(R)	Lv24	#126	\$4.00	\$0.50	★★★★
Nidorino	37/102	(U)	(G)	Lv25	#033	\$3.00	\$0.50	★★★★
Poliwhirl	38/102	(U)	(W)	Lv28	#061	\$4.00	\$0.50	★★★★
Porygon	39/102	(U)	(C)	Lv12	#137	\$3.00	\$0.50	★★★★
Raticate	40/102	(U)	(C)	Lv41	#020	\$4.00	\$0.50	★★★★
Seel	41/102	(U)	(W)	Lv12	#086	\$3.00	\$0.50	★★★★
Wartortle	42/102	(U)	(W)	Lv22	#008	\$4.00	\$0.50	★★★★
Abra	43/102	(C)	(P)	Lv10	#063	\$1.00	\$0.25	★★★★
Bulbasaur	44/102	(C)	(G)	Lv13	#001	\$1.00	\$0.25	★★★★

PoJo's Price Guide

USB
1Base Set 1
Continued

Pidgeotto



Dragonair



Venusaur

A master card
 Very useful
 Average
 Limited uses
 Keep in the shoebox

Card Name	Card#	Rarity	Type	Level	Character#	Edition-1	Unlimited	Rating
☐ Caterpie	45/102	(C)	(G)	Lv13	#010	\$1.00	\$0.25	☉☉☉
☐ Charmander	46/102	(C)	(R)	Lv10	#004	\$1.00	\$0.25	☉☉☉
☐ Diglett	47/102	(C)	(F)	Lv08	#050	\$1.00	\$0.25	☉☉☉
☐ Doduo	48/102	(C)	(C)	Lv10	#084	\$1.00	\$0.25	☉☉☉☉
☐ Drowzee	49/102	(C)	(P)	Lv12	#096	\$1.00	\$0.25	☉☉
☐ Gastly	50/102	(C)	(P)	Lv08	#092	\$1.00	\$0.25	☉☉
☐ Koffing	51/102	(C)	(G)	Lv13	#109	\$1.00	\$0.25	☉☉☉
☐ Machop	52/102	(C)	(F)	Lv20	#066	\$1.00	\$0.25	☉☉☉☉
☐ Magnemite	53/102	(C)	(L)	Lv13	#081	\$1.00	\$0.25	☉☉
☐ Metapod	54/102	(C)	(G)	Lv21	#011	\$1.00	\$0.25	☉☉
☐ Nidoran (M)	55/102	(C)	(G)	Lv20	#032	\$1.00	\$0.25	☉☉
☐ Onix	56/102	(C)	(F)	Lv12	#095	\$1.00	\$0.25	☉☉
☐ Pidgey	57/102	(C)	(C)	Lv08	#016	\$1.00	\$0.25	☉☉
☐ Pikachu	58/102	(C)	(L)	Lv12	#025	\$3.00	\$0.25	☉☉☉
☐ Poliwhag	59/102	(C)	(W)	Lv13	#060	\$1.00	\$0.25	☉☉
☐ Ponyta	60/102	(C)	(R)	Lv10	#077	\$1.00	\$0.25	☉☉☉
☐ Rattata	61/102	(C)	(C)	Lv09	#019	\$1.00	\$0.25	☉☉
☐ Sandshrew	62/102	(C)	(F)	Lv12	#027	\$1.00	\$0.25	☉☉
☐ Squirtle	63/102	(C)	(W)	Lv08	#007	\$1.00	\$0.25	☉☉☉
☐ Starmie	64/102	(C)	(W)	Lv28	#121	\$1.00	\$0.25	☉☉
☐ Staryu	65/102	(C)	(W)	Lv15	#120	\$1.00	\$0.25	☉☉☉
☐ Tangela	66/102	(C)	(G)	Lv08	#114	\$1.00	\$0.25	☉☉☉
☐ Voltorb	67/102	(C)	(L)	Lv10	#100	\$1.00	\$0.25	☉☉
☐ Vulpix	68/102	(C)	(R)	Lv11	#037	\$1.00	\$0.25	☉☉☉
☐ Weedle	69/102	(C)	(G)	Lv12	#013	\$1.00	\$0.25	☉☉☉
☐ Clefairy Doll	70/102	(R)	(T)	-----	Trainer Card	\$8.00	\$2.00	☉☉
☐ Computer Search	71/102	(R)	(T)	-----	Trainer Card	\$12.00	\$4.00	☉☉☉☉
☐ Devolution Spray	72/102	(R)	(T)	-----	Trainer Card	\$8.00	\$2.00	☉☉
☐ Impostor Prof Oak	73/102	(R)	(T)	-----	Trainer Card	\$8.00	\$2.00	☉☉
☐ Item Finder	74/102	(R)	(T)	-----	Trainer Card	\$9.00	\$2.00	☉☉☉☉
☐ Lass	75/102	(R)	(T)	-----	Trainer Card	\$10.00	\$2.00	☉☉☉☉
☐ Pokémon Breeder	76/102	(R)	(T)	-----	Trainer Card	\$9.00	\$2.00	☉☉☉
☐ Pokémon Trader	77/102	(R)	(T)	-----	Trainer Card	\$9.00	\$2.00	☉☉☉☉
☐ Scoop Up	78/102	(R)	(T)	-----	Trainer Card	\$9.00	\$2.00	☉☉☉☉
☐ Super Energy Rem	79/102	(R)	(T)	-----	Trainer Card	\$12.00	\$4.00	☉☉☉☉
☐ Defender	80/102	(U)	(T)	-----	Trainer Card	\$3.00	\$0.50	☉☉
☐ Energy Retrieval	81/102	(U)	(T)	-----	Trainer Card	\$3.00	\$0.50	☉☉☉☉
☐ Full Heal	82/102	(U)	(T)	-----	Trainer Card	\$2.00	\$0.50	☉☉
☐ Maintenance	83/102	(U)	(T)	-----	Trainer Card	\$3.00	\$0.50	☉☉
☐ PlusPower	84/102	(U)	(T)	-----	Trainer Card	\$3.00	\$0.50	☉☉☉☉
☐ Pokémon Center	85/102	(U)	(T)	-----	Trainer Card	\$3.00	\$0.50	☉☉☉☉
☐ Pokémon Flute	86/102	(U)	(T)	-----	Trainer Card	\$3.00	\$0.50	☉☉
☐ Pokédex	87/102	(U)	(T)	-----	Trainer Card	\$3.00	\$0.50	☉☉
☐ Professor Oak	88/102	(U)	(T)	-----	Trainer Card	\$4.00	\$0.50	☉☉☉☉
☐ Revive	89/102	(U)	(T)	-----	Trainer Card	\$3.00	\$0.50	☉☉
☐ Super Potion	90/102	(U)	(T)	-----	Trainer Card	\$3.00	\$0.50	☉☉☉
☐ Bill	91/102	(C)	(T)	-----	Trainer Card	\$1.00	\$0.25	☉☉☉☉
☐ Energy Removal	92/102	(C)	(T)	-----	Trainer Card	\$1.00	\$0.25	☉☉☉☉
☐ Gust of Wind	93/102	(C)	(T)	-----	Trainer Card	\$1.00	\$0.25	☉☉☉☉
☐ Potion	94/102	(C)	(T)	-----	Trainer Card	\$1.00	\$0.25	☉☉
☐ Switch	95/102	(C)	(T)	-----	Trainer Card	\$1.00	\$0.25	☉☉
☐ Double Colorless	96/102	(U)	(E)	-----	Energy Card	\$3.00	\$0.50	☉☉☉☉
☐ Fighting Energy	97/102	()	(E)	-----	Energy Card	\$1.00	\$0.25	☉☉☉☉
☐ Fire Energy	98/102	()	(E)	-----	Energy Card	\$1.00	\$0.25	☉☉☉☉
☐ Grass Energy	99/102	()	(E)	-----	Energy Card	\$1.00	\$0.25	☉☉☉☉
☐ Lightning Energy	100/102	()	(E)	-----	Energy Card	\$1.00	\$0.25	☉☉☉☉
☐ Psychic Energy	101/102	()	(E)	-----	Energy Card	\$1.00	\$0.25	☉☉☉☉
☐ Water Energy	102/102	()	(E)	-----	Energy Card	\$1.00	\$0.25	☉☉☉☉



Jungle Expansion

(1st/UL Edition)

Approximate date

initially released:

Theme Decks...June 1999

Booster Packs...June 1999

(Edition 1/Limited Print Run)

Booster Packs...June 1999

(Unlimited Print Run)

64 total cards:

16 Foil (ultra-rare "holographic")

16 Rare (non-"holographic")

16 Uncommon

16 Common

6 Basic Energy (no rarity)

Complete 64-card set **Edition-1** **Unlimited**
\$210.00 \$85.00



Wigglytuff



Mr. Mime

Card Name	Card#	Rarity	Type	Level	Character#	Edition-1	Unlimited	Rating
Clefable	1/64	(H)	(C)	Lv34	#036	\$13.00	\$7.00	3.5
Electrode	2/64	(H)	(L)	Lv42	#101	\$12.00	\$7.00	3.5
Flareon	3/64	(H)	(R)	Lv28	#136	\$14.00	\$8.00	3.5
Jolteon	4/64	(H)	(L)	Lv29	#135	\$14.00	\$8.00	3.5
Kangaskhan	5/64	(H)	(C)	Lv40	#115	\$13.00	\$7.00	3.5
Mr. Mime	6/64	(H)	(P)	Lv28	#122	\$15.00	\$9.00	3.5
Nidoqueen	7/64	(H)	(G)	Lv43	#031	\$13.00	\$7.00	3.5
Pidgeot	8/64	(H)	(C)	Lv40	#018	\$13.00	\$7.00	3.5
Pinsir	9/64	(H)	(G)	Lv24	#127	\$13.00	\$7.00	3.5
Scyther	10/64	(H)	(G)	Lv25	#123	\$15.00	\$9.00	3.5
Snorlax	11/64	(H)	(C)	Lv20	#143	\$13.00	\$7.00	3.5
Vaporeon	12/64	(H)	(W)	Lv42	#134	\$14.00	\$8.00	3.5
Venomoth	13/64	(H)	(G)	Lv28	#049	\$13.00	\$7.00	3.5
Victreebel	14/64	(H)	(G)	Lv42	#071	\$13.00	\$7.00	3.5
Vileplume	15/64	(H)	(G)	Lv35	#045	\$13.00	\$7.00	3.5
Wigglytuff	16/64	(H)	(C)	Lv36	#040	\$15.00	\$9.00	3.5
Clefable	17/64	(R)	(C)	Lv34	#036	\$6.00	\$3.00	3.5
Electrode	18/64	(R)	(L)	Lv42	#101	\$7.00	\$3.00	3.5
Flareon	19/64	(R)	(R)	Lv28	#136	\$7.00	\$4.00	3.5
Jolteon	20/64	(R)	(L)	Lv29	#135	\$7.00	\$4.00	3.5
Kangaskhan	21/64	(R)	(C)	Lv40	#115	\$6.00	\$3.00	3.5
Mr. Mime	22/64	(R)	(P)	Lv28	#122	\$7.00	\$4.00	3.5
Nidoqueen	23/64	(R)	(G)	Lv43	#031	\$6.00	\$3.00	3.5
Pidgeot	24/64	(R)	(C)	Lv40	#018	\$6.00	\$3.00	3.5
Pinsir	25/64	(R)	(G)	Lv24	#127	\$6.00	\$3.00	3.5
Scyther	26/64	(R)	(G)	Lv25	#123	\$8.00	\$4.00	3.5
Snorlax	27/64	(R)	(C)	Lv20	#143	\$6.00	\$3.00	3.5
Vaporeon	28/64	(R)	(W)	Lv42	#134	\$7.00	\$4.00	3.5
Venomoth	29/64	(R)	(G)	Lv28	#049	\$6.00	\$3.00	3.5
Victreebel	30/64	(R)	(G)	Lv42	#071	\$6.00	\$3.00	3.5
Vileplume	31/64	(R)	(G)	Lv35	#045	\$6.00	\$3.00	3.5
Wigglytuff	32/64	(R)	(C)	Lv36	#040	\$7.00	\$4.00	3.5
Butterfree	33/64	(U)	(G)	Lv28	#012	\$1.00	\$0.50	3.5
Dodrio	34/64	(U)	(C)	Lv28	#085	\$1.00	\$0.50	3.5
Exeggutor	35/64	(U)	(G)	Lv35	#103	\$1.00	\$0.50	3.5
Fearow	36/64	(U)	(C)	Lv27	#022	\$1.00	\$0.50	3.5
Gloom	37/64	(U)	(G)	Lv22	#044	\$1.00	\$0.50	3.5
Lickitung	38/64	(U)	(C)	Lv26	#108	\$1.00	\$0.50	3.5
Marowak	39/64	(U)	(F)	Lv26	#105	\$1.00	\$0.50	3.5
Nidorina	40/64	(U)	(G)	Lv24	#030	\$1.00	\$0.50	3.5
Parasect	41/64	(U)	(G)	Lv28	#047	\$1.00	\$0.50	3.5
Persian	42/64	(U)	(C)	Lv25	#053	\$1.00	\$0.50	3.5
Primeape	43/64	(U)	(F)	Lv35	#057	\$1.00	\$0.50	3.5
Rapidash	44/64	(U)	(R)	Lv33	#078	\$1.00	\$0.50	3.5
Rhydon	45/64	(U)	(F)	Lv48	#112	\$1.00	\$0.50	3.5
Seaking	46/64	(U)	(W)	Lv28	#119	\$1.00	\$0.50	3.5
Tauros	47/64	(U)	(C)	Lv32	#128	\$1.00	\$0.50	3.5
Weepinbell	48/64	(U)	(G)	Lv28	#070	\$1.00	\$0.50	3.5
Bellsprout	49/64	(C)	(G)	Lv11	#069	\$0.50	\$0.25	3.5
Cubone	50/64	(C)	(F)	Lv13	#104	\$0.50	\$0.25	3.5
Eevee	51/64	(C)	(C)	Lv12	#133	\$0.50	\$0.25	3.5
Exeggcute	52/64	(C)	(G)	Lv14	#102	\$0.50	\$0.25	3.5
Goldeen	53/64	(C)	(W)	Lv12	#118	\$0.50	\$0.25	3.5
Jigglypuff	54/64	(C)	(C)	Lv14	#039	\$0.50	\$0.25	3.5
Mankey	55/64	(C)	(F)	Lv07	#056	\$0.50	\$0.25	3.5
Meowth	56/64	(C)	(C)	Lv15	#052	\$0.50	\$0.25	3.5
Nidoran (F)	57/64	(C)	(G)	Lv13	#029	\$0.50	\$0.25	3.5
Oddish	58/64	(C)	(G)	Lv08	#043	\$0.50	\$0.25	3.5

PoJo's Price Guide

USJ

Jungle Expansion
Continued

USF

Fossil Expansion
(1st/UL Edition)

Approximate date

initially released:

Theme Decks...Oct. 1999

Booster Packs...Oct. 1999
(Unlimited Print Run)Booster Packs...Oct. 1999
(Edition 1 - Limited Print Run)

62 total cards:

15 Foil (ultra-rare "holographic")

15 Rare (non-"holographic")

16 Uncommon

16 Common

	Edition-1	Unlimited
Complete 62-card set	\$210.00	\$85.00



Zapdos



Ditto

A master card Very useful Average

Limited uses Keep in the shoebox

Card Name	Card#	Rarity	Type	Level	Character#	Edition-1	Unlimited	Rating
Paras	59/64	(C)	(G)	Lv08	#046	\$0.50	\$0.25	☆☆
Pikachu	60/64	(C)	(L)	Lv14	#025	\$0.50	\$0.25	☆☆
Rhyhorn	61/64	(C)	(F)	Lv18	#111	\$0.50	\$0.25	☆☆
Spearow	62/64	(C)	(C)	Lv13	#021	\$0.50	\$0.25	☆☆
Venonat	63/64	(C)	(G)	Lv12	#048	\$0.50	\$0.25	☆☆
Poké Ball	64/64	(C)	(T)	-----	Trainer Card	\$0.50	\$0.25	☆☆
Aerodactyl	1/62	(H)	(F)	Lv28	#142	\$14.00	\$6.00	☆☆☆☆
Articuno	2/62	(H)	(W)	Lv35	#144	\$15.00	\$7.00	☆☆☆☆
Ditto	3/62	(H)	(C)	Lv20	#132	\$16.00	\$7.00	☆☆☆☆
Dragonite	4/62	(H)	(C)	Lv45	#149	\$14.00	\$6.00	☆☆☆☆
Gengar	5/62	(H)	(P)	Lv38	#094	\$17.00	\$9.00	☆☆☆☆
Haunter	6/62	(H)	(P)	Lv17	#093	\$14.00	\$8.00	☆☆☆☆
Hitmonlee	7/62	(H)	(F)	Lv30	#106	\$14.00	\$6.00	☆☆☆☆
Hypno	8/62	(H)	(P)	Lv36	#097	\$14.00	\$6.00	☆☆☆☆
Kabutops	9/62	(H)	(F)	Lv30	#141	\$14.00	\$6.00	☆☆☆☆
Lapras	10/62	(H)	(W)	Lv31	#131	\$14.00	\$7.00	☆☆☆☆
Magnetron	11/62	(H)	(L)	Lv35	#082	\$14.00	\$6.00	☆☆☆☆
Moltres	12/62	(H)	(R)	Lv35	#146	\$16.00	\$8.00	☆☆☆☆
Muk	13/62	(H)	(G)	Lv34	#089	\$14.00	\$6.00	☆☆☆☆
Raichu	14/62	(H)	(L)	Lv45	#026	\$14.00	\$6.00	☆☆☆☆
Zapdos	15/62	(H)	(L)	Lv40	#145	\$14.00	\$7.00	☆☆☆☆
Aerodactyl	16/62	(R)	(F)	Lv28	#142	\$8.00	\$3.00	☆☆☆☆
Articuno	17/62	(R)	(W)	Lv35	#144	\$8.00	\$3.00	☆☆☆☆
Ditto	18/62	(R)	(C)	Lv20	#132	\$8.00	\$4.00	☆☆☆☆
Dragonite	19/62	(R)	(C)	Lv45	#149	\$8.00	\$3.00	☆☆☆☆
Gengar	20/62	(R)	(P)	Lv38	#094	\$9.00	\$4.00	☆☆☆☆
Haunter	21/62	(R)	(P)	Lv17	#093	\$8.00	\$3.00	☆☆☆☆
Hitmonlee	22/62	(R)	(F)	Lv30	#106	\$8.00	\$3.00	☆☆☆☆
Hypno	23/62	(R)	(P)	Lv36	#097	\$8.00	\$3.00	☆☆☆☆
Kabutops	24/62	(R)	(F)	Lv30	#141	\$8.00	\$3.00	☆☆☆☆
Lapras	25/62	(R)	(W)	Lv31	#131	\$7.00	\$3.00	☆☆☆☆
Magnetron	26/62	(R)	(L)	Lv35	#082	\$8.00	\$3.00	☆☆☆☆
Moltres	27/62	(R)	(R)	Lv35	#146	\$8.00	\$3.00	☆☆☆☆
Muk	28/62	(R)	(G)	Lv34	#089	\$7.00	\$3.00	☆☆☆☆
Raichu	29/62	(R)	(L)	Lv45	#026	\$8.00	\$3.00	☆☆☆☆
Zapdos	30/62	(R)	(L)	Lv40	#145	\$8.00	\$3.00	☆☆☆☆
Arbok	31/62	(U)	(G)	Lv27	#024	\$1.00	\$0.50	☆☆
Cloyster	32/62	(U)	(W)	Lv25	#091	\$1.00	\$0.50	☆☆
Gastly	33/62	(U)	(P)	Lv17	#092	\$1.00	\$0.50	☆☆
Golbat	34/62	(U)	(G)	Lv29	#042	\$1.00	\$0.50	☆☆
Golduck	35/62	(U)	(W)	Lv27	#055	\$1.00	\$0.50	☆☆
Golem	36/62	(U)	(F)	Lv36	#076	\$1.00	\$0.50	☆☆
Graveler	37/62	(U)	(F)	Lv29	#075	\$1.00	\$0.50	☆☆
Kingler	38/62	(U)	(W)	Lv27	#099	\$1.00	\$0.50	☆☆
Magmar	39/62	(U)	(R)	Lv31	#126	\$1.00	\$0.50	☆☆
Omastar	40/62	(U)	(W)	Lv32	#139	\$1.00	\$0.50	☆☆
Sandslash	41/62	(U)	(F)	Lv33	#028	\$1.00	\$0.50	☆☆
Seadra	42/62	(U)	(W)	Lv23	#117	\$1.00	\$0.50	☆☆
Slowbro	43/62	(U)	(P)	Lv26	#080	\$1.00	\$0.50	☆☆
Tentacruel	44/62	(U)	(W)	Lv21	#073	\$1.00	\$0.50	☆☆
Weezing	45/62	(U)	(G)	Lv27	#110	\$1.00	\$0.50	☆☆
Ekans	46/62	(C)	(G)	Lv10	#023	\$0.50	\$0.25	☆☆
Geodude	47/62	(C)	(F)	Lv16	#074	\$0.50	\$0.25	☆☆
Grimer	48/62	(C)	(G)	Lv17	#088	\$0.50	\$0.25	☆☆
Horsea	49/62	(C)	(W)	Lv19	#116	\$0.50	\$0.25	☆☆
Kabuto	50/62	(C)	(F)	Lv09	#140	\$0.50	\$0.25	☆☆
Krabby	51/62	(C)	(W)	Lv20	#098	\$0.50	\$0.25	☆☆
Omanyte	52/62	(C)	(W)	Lv19	#138	\$0.50	\$0.25	☆☆

USF

Fossil Expansion Continued

Card Name	Card#	Rarity	Type	Level	Character#	Edition-1	Unlimited	Rating
Psyduck	53/62	(C)	(W)	Lv15	#054	\$0.50	\$0.25	3/3/3
Shellder	54/62	(C)	(W)	Lv08	#090	\$0.50	\$0.25	3/3/3
Slowpoke	55/62	(C)	(P)	Lv18	#079	\$0.50	\$0.25	3/3/3
Tentacool	56/62	(C)	(W)	Lv10	#072	\$0.50	\$0.25	3/3/3
Zubat	57/62	(C)	(G)	Lv10	#041	\$0.50	\$0.25	3/3/3
Mr. Fuji	58/62	(U)	(T)	----	Trainer Card	\$1.00	\$0.50	3/3/3
Energy Search	59/62	(C)	(T)	----	Trainer Card	\$0.50	\$0.25	3/3/3
Gambler	60/62	(C)	(T)	----	Trainer Card	\$0.50	\$0.25	3/3/3
Recycle	61/62	(C)	(T)	----	Trainer Card	\$0.50	\$0.25	3/3/3
Myst. Fossil	62/62	(C)	(T)	----	Trainer Card	\$0.50	\$0.25	3/3/3

**USB
2**

Base Set 2 (1st/UL Edition)

Approximate date
initially released:

Theme Decks...Feb. 2000

Booster Packs...Feb. 2000
(Unlimited Print Run)

Booster Packs...Feb. 2000
(Edition 1 - Limited Print Run)

130 total cards:

20 Foil (ultra-rare "holographic")

15 Rare (non-"holographic")

16 Uncommon

16 Common

Complete 130-card set \$110.00



Blastoise

Alakazam	1/130	(H)	(P)	Lv42	#065	----	\$9.00	3/3/3/3/3
Blastoise	2/130	(H)	(W)	Lv52	#009	----	\$11.00	3/3/3/3/3
Chansey	3/130	(H)	(C)	Lv55	#113	----	\$7.00	3/3/3/3/3
Charizard	4/130	(H)	(R)	Lv76	#006	----	\$25.00	3/3/3/3/3
Clefable	5/130	(H)	(C)	Lv34	#036	----	\$8.00	3/3/3/3/3
Clefairy	6/130	(H)	(C)	Lv14	#035	----	\$7.00	3/3/3/3/3
Gyarados	7/130	(H)	(W)	Lv41	#130	----	\$8.00	3/3/3/3/3
Hitmonchan	8/130	(H)	(F)	Lv33	#107	----	\$8.00	3/3/3/3/3
Magneton	9/130	(H)	(L)	Lv28	#082	----	\$8.00	3/3/3/3/3
Mewtwo	10/130	(H)	(P)	Lv53	#150	----	\$8.00	3/3/3/3/3
Nidoking	11/130	(H)	(G)	Lv48	#034	----	\$9.00	3/3/3/3/3
Nidoqueen	12/130	(H)	(G)	Lv43	#031	----	\$8.00	3/3/3/3/3
Ninetales	13/130	(H)	(F)	Lv32	#038	----	\$8.00	3/3/3/3/3
Pidgeot	14/130	(H)	(C)	Lv40	#018	----	\$8.00	3/3/3/3/3
Poliwrath	15/130	(H)	(W)	Lv48	#062	----	\$7.00	3/3/3/3/3
Raichu	16/130	(H)	(L)	Lv40	#026	----	\$8.00	3/3/3/3/3
Scyther	17/130	(H)	(G)	Lv25	#123	----	\$9.00	3/3/3/3/3
Venusaur	18/130	(H)	(G)	Lv67	#003	----	\$8.00	3/3/3/3/3
Wigglytuff	19/130	(H)	(C)	Lv36	#040	----	\$7.00	3/3/3/3/3
Zapdos	20/130	(H)	(L)	Lv64	#145	----	\$8.00	3/3/3/3/3
Beedrill	21/130	(R)	(G)	Lv32	#015	----	\$3.00	3/3/3/3/3
Dragonair	22/130	(R)	(C)	Lv33	#148	----	\$3.00	3/3/3/3/3
Dugtrio	23/130	(R)	(F)	Lv36	#051	----	\$3.00	3/3/3/3/3
Electabuzz	24/130	(R)	(L)	Lv35	#125	----	\$4.00	3/3/3/3/3
Electrode	25/130	(R)	(L)	Lv40	#101	----	\$3.00	3/3/3/3/3
Kangaskhan	26/130	(R)	(C)	Lv40	#115	----	\$3.00	3/3/3/3/3
Mr. Mime	27/130	(R)	(P)	Lv28	#122	----	\$3.00	3/3/3/3/3
Pidgeotto	28/130	(R)	(C)	Lv36	#017	----	\$3.00	3/3/3/3/3
Pinsir	29/130	(R)	(G)	Lv24	#127	----	\$3.00	3/3/3/3/3
Snorlax	30/130	(R)	(C)	Lv20	#143	----	\$3.00	3/3/3/3/3
Venomoth	31/130	(R)	(G)	Lv28	#049	----	\$3.00	3/3/3/3/3
Victreebel	32/130	(R)	(G)	Lv42	#071	----	\$3.00	3/3/3/3/3
Arcanine	33/130	(U)	(R)	Lv45	#059	----	\$0.50	3/3/3/3/3
Butterfree	34/130	(U)	(G)	Lv28	#012	----	\$0.50	3/3/3/3/3
Charmeleon	35/130	(U)	(R)	Lv32	#005	----	\$0.50	3/3/3/3/3
Dewgong	36/130	(U)	(W)	Lv42	#087	----	\$0.50	3/3/3/3/3
Dodrio	37/130	(U)	(C)	Lv28	#085	----	\$0.50	3/3/3/3/3
Dratini	38/130	(U)	(C)	Lv10	#147	----	\$0.50	3/3/3/3/3
Exeggutor	39/130	(U)	(G)	Lv35	#103	----	\$0.50	3/3/3/3/3
Farfetch'd	40/130	(U)	(C)	Lv20	#083	----	\$0.50	3/3/3/3/3
Fearow	41/130	(U)	(C)	Lv27	#022	----	\$0.50	3/3/3/3/3
Growlithe	42/130	(U)	(R)	Lv18	#058	----	\$0.50	3/3/3/3/3
Haunter	43/130	(U)	(P)	Lv22	#093	----	\$0.50	3/3/3/3/3
Ivysaur	44/130	(U)	(G)	Lv20	#002	----	\$0.50	3/3/3/3/3
Jynx	45/130	(U)	(P)	Lv23	#124	----	\$0.50	3/3/3/3/3
Kadabra	46/130	(U)	(P)	Lv38	#064	----	\$0.50	3/3/3/3/3
Kakuna	47/130	(U)	(G)	Lv23	#014	----	\$0.50	3/3/3/3/3
Lickitung	48/130	(U)	(C)	Lv26	#108	----	\$0.50	3/3/3/3/3

PoJo's Price Guide

USB
2Base Set 2
Continued

Charizard



Scyther

A master card
 Very useful
 Average
 Limited uses
 Keep in the shoebox

Card Name	Card#	Rarity	Type	Level	Character#	Unlimited	Rating
☐ Machoke	49/130	(U)	(F)	Lv08	#067	\$0.50	33
☐ Magikarp	50/130	(U)	(W)	Lv08	#129	\$0.50	3
☐ Magmar	51/130	(U)	(R)	Lv24	#126	\$0.50	3334
☐ Marowak	52/130	(U)	(F)	Lv26	#105	\$0.50	333
☐ Nidorina	53/130	(U)	(G)	Lv24	#030	\$0.50	333
☐ Nidorino	54/130	(U)	(G)	Lv25	#033	\$0.50	333
☐ Parasect	55/130	(U)	(G)	Lv28	#047	\$0.50	334
☐ Persian	56/130	(U)	(C)	Lv25	#053	\$0.50	333
☐ Poliwhirl	57/130	(U)	(W)	Lv28	#061	\$0.50	33
☐ Raticate	58/130	(U)	(C)	Lv41	#020	\$0.50	33
☐ Rhydon	59/130	(U)	(F)	Lv48	#112	\$0.50	333
☐ Seaking	60/130	(U)	(W)	Lv28	#119	\$0.50	34
☐ Seel	61/130	(U)	(W)	Lv12	#086	\$0.50	334
☐ Tauros	62/130	(U)	(C)	Lv22	#008	\$0.50	333
☐ Wartortle	63/130	(U)	(W)	Lv22	#008	\$0.50	334
☐ Weepinbell	64/130	(U)	(G)	Lv28	#070	\$0.50	33
☐ Abra	65/130	(C)	(P)	Lv10	#063	\$0.25	334
☐ Bellsprout	66/130	(C)	(G)	Lv11	#069	\$0.25	33
☐ Bulbasaur	67/130	(C)	(G)	Lv13	#001	\$0.25	334
☐ Caterpie	68/130	(C)	(G)	Lv13	#010	\$0.25	334
☐ Charmander	69/130	(C)	(R)	Lv10	#004	\$0.25	333
☐ Cubone	70/130	(C)	(F)	Lv13	#104	\$0.25	33
☐ Diglett	71/130	(C)	(F)	Lv08	#050	\$0.25	334
☐ Doduo	72/130	(C)	(C)	Lv10	#084	\$0.25	3334
☐ Drowzee	73/130	(C)	(P)	Lv12	#096	\$0.25	34
☐ Exeggcute	74/130	(C)	(G)	Lv14	#102	\$0.25	33
☐ Gastly	75/130	(C)	(P)	Lv08	#092	\$0.25	34
☐ Goldeen	76/130	(C)	(W)	Lv12	#118	\$0.25	3
☐ Jigglypuff	77/130	(C)	(C)	Lv14	#039	\$0.25	3334
☐ Machop	78/130	(C)	(F)	Lv20	#066	\$0.25	3334
☐ Magnemite	79/130	(C)	(L)	Lv13	#081	\$0.25	33
☐ Meowth	80/130	(C)	(C)	Lv15	#052	\$0.25	33
☐ Metapod	81/130	(C)	(G)	Lv21	#011	\$0.25	33
☐ Nidoran (F)	82/130	(C)	(G)	Lv13	#029	\$0.25	3334
☐ Nidoran (M)	83/130	(C)	(G)	Lv20	#032	\$0.25	34
☐ Onix	84/130	(C)	(F)	Lv12	#095	\$0.25	33
☐ Paras	85/130	(C)	(G)	Lv08	#046	\$0.75	33
☐ Pidgey	86/130	(C)	(C)	Lv08	#016	\$0.25	33
☐ Pikachu	87/130	(C)	(L)	Lv12	#025	\$0.25	3334
☐ Poliwhirl	88/130	(C)	(W)	Lv13	#060	\$0.25	33
☐ Rattata	89/130	(C)	(C)	Lv09	#019	\$0.25	33
☐ Rhyhorn	90/130	(C)	(F)	Lv18	#111	\$0.25	334
☐ Sandslash	91/130	(C)	(F)	Lv12	#027	\$0.25	33
☐ Spearow	92/130	(C)	(C)	Lv13	#021	\$0.25	334
☐ Squirtle	93/130	(C)	(W)	Lv08	#007	\$0.25	334
☐ Starmie	94/130	(C)	(W)	Lv20	#121	\$0.25	34
☐ Staryu	95/130	(C)	(W)	Lv15	#120	\$0.25	334
☐ Tangela	96/130	(C)	(G)	Lv08	#114	\$0.25	334
☐ Venonat	97/130	(C)	(G)	Lv12	#048	\$0.25	334
☐ Voltorb	98/130	(C)	(L)	Lv10	#100	\$0.25	33
☐ Vulpix	99/130	(C)	(F)	Lv11	#037	\$0.25	334
☐ Weedle	100/130	(C)	(G)	Lv12	#013	\$0.25	334
☐ Computer Search	101/130	(R)	(T)	----	Trainer Card	\$3.00	33334
☐ Impostor Prof Oak	102/130	(R)	(T)	----	Trainer Card	\$2.00	34
☐ Item Finder	103/130	(R)	(T)	----	Trainer Card	\$3.00	33334
☐ Lass	104/130	(R)	(T)	----	Trainer Card	\$2.00	3334
☐ Pokémon Breeder	105/130	(R)	(T)	----	Trainer Card	\$2.00	333
☐ Pokémon Trader	106/130	(R)	(T)	----	Trainer Card	\$3.00	3333
☐ Scoop Up	107/130	(R)	(T)	----	Trainer Card	\$3.00	3333

USB
2

Base Set 2 Continued



Venusaur

Card Name	Card#	Rarity	Type	Level	Character#	Unlimited	Rating
Super Energy Rem	108/130	(R)	(T)	-----	Trainer Card	\$3.00	★★★★
Defender	109/130	(U)	(T)	-----	Trainer Card	\$0.50	★★
Energy Retrieval	110/130	(U)	(T)	-----	Trainer Card	\$0.50	★★★★
Full Heal	111/130	(U)	(T)	-----	Trainer Card	\$0.50	★★
Maintenance	112/130	(U)	(T)	-----	Trainer Card	\$0.50	★★
PlusPower	113/130	(U)	(T)	-----	Trainer Card	\$0.50	★★★★
Pokémon Center	114/130	(U)	(T)	-----	Trainer Card	\$0.50	★★★★
Pokédex	115/130	(U)	(T)	-----	Trainer Card	\$0.50	★★
Professor Oak	116/130	(U)	(T)	-----	Trainer Card	\$0.75	★★★★
Super Potion	117/130	(U)	(T)	-----	Trainer Card	\$0.50	★★
Bill	118/130	(C)	(T)	-----	Trainer Card	\$0.25	★★★★
Energy Removal	119/130	(C)	(T)	-----	Trainer Card	\$0.25	★★★★
Gust of Wind	120/130	(C)	(T)	-----	Trainer Card	\$0.25	★★★★
Poké Ball	121/130	(C)	(T)	-----	Trainer Card	\$0.25	★★
Potion	122/130	(C)	(T)	-----	Trainer Card	\$0.25	★★
Switch	123/130	(C)	(T)	-----	Trainer Card	\$0.25	★★
Double Colorless	124/130	(U)	(E)	-----	Energy Card	\$0.50	★★★★
Fighting Energy	125/130	-----	(E)	-----	Energy Card	\$0.50	★★★★
Fire Energy	126/130	-----	(E)	-----	Energy Card	\$0.50	★★★★
Grass Energy	127/130	-----	(E)	-----	Energy Card	\$0.50	★★★★
Lightning Energy	128/130	-----	(E)	-----	Energy Card	\$0.50	★★★★
Psychic Energy	129/130	-----	(E)	-----	Energy Card	\$0.50	★★★★
Water Energy	130/130	-----	(E)	-----	Energy Card	\$0.50	★★★★

USP

U.S. Promo Cards



Movie Promo Mewtwo



Video Release Promo Mewtwo

• \$55-Lv12 (Base 1) "E3" Pikachu (red cheek)

• \$18-Lv12 (Base 1) "E3" Pikachu (yellow cheek)

The red cheek Basic has foil "E3" artwork. Released at the 1999 Electronic Entertainment Expo (E3) in Los Angeles (May '99). Yellow cheek Pikachu appeared in Nintendo Power's Sept. '99 issue.

• \$5-Lv12 "Jumbo" Pikachu

A 6x8 version of the Base 1 set Pikachu. Released in Top Deck's Feb. 2000 issue as a promo insert.

• \$18-Lv14 (Jungle) "W" Pikachu

Foil "W" below artwork. Released in The Duelist's Sept. 1999 issue as a promo insert.

• \$8-Lv9 (Fossil) "W" Kabuto

Foil "W" below artwork. Released in Top Deck's Dec. 1999 issue as a promo insert.

• \$18-Lv15 (Jungle) Gold Bordered Meowth

Gold border on face of card (instead of normal yellow border). Released in Betty Crocker Pokémon Rolls fruit snacks packages. (Randomly inserted. Possible cards inserted are normal Base set commons.)

• \$55-Lv34 Prerelease Clefable

Jungle holographic with "PRERELEASE" on artwork. Released in Aug. 1999 at sites of WOTC Pokémon TCG League.

• \$8-Lv28 Prerelease Aerodactyl

1st ed. Fossil holographic with "PRERELEASE" on artwork. Released

in Oct. 1999 through the WOTC Pokémon TCG League.

• \$65-Lv16 Pikachu (Japanese)

• \$5-Lv16 Pikachu (US 1st Ed.)

Star and "Promo" below artwork. 1st Edition released in Japan as one of two promos in Hyper CoroCoro's May 1999 issue. 1st Edition appeared in U.S. Jungle booster packs as a miscollected card. Released at WOTC Pokémon TCG League in larger distribution. Most released through the League are not 1st Edition.

• \$80-Lv12 Jigglypuff (1st Ed)

• \$35-Lv12 Jigglypuff

Has "Promo" below artwork. Released in Japan as one of two insert cards in Hyper CoroCoro's May Issue. Distributed in U.S. with first 2 million copies of Pokémon: The First Movie soundtrack.

• \$5-Lv20 Electabuzz, Lv60 Mewtwo, Lv13 Pikachu, Lv43 Dragonite

Star and "Promo" below artwork with gold foil "Kids WB Presents Pokémon: The First Movie" on upper right corner. Numbers instead of rarity symbols: Electabuzz=2, Mewtwo=3, Pikachu=4, Dragonite=5. Released as a promo for Pokémon: The First Movie in the U.S. (Nov. 1999)

• \$4-Lv23 Promo Mew

Small star and "Promo" below artwork. Handed out free on Jan. 8, 2000, at Zany Brainy, WOTC, the Gamekeeper and Toys "R" Us.

• \$7-Lv60 Mewtwo

Foil with "Promo" below artwork. "14"

instead of rarity symbol. Released with purchase of Pokémon: The First Movie on VHS/DVD. (March 2000)

• \$8-Lv22 "W" Wartortle

Base 2 foil "W" below artwork. Released in TopDeck, March 2000.

• \$12 - Lv13 Meowth

Star "Promo" below artwork with black "GB" on bottom-right. "10" instead of rarity symbol. Available with purchase of Pokémon TCG for Game Boy (April 2000).

• \$4-Lv34 Arcanine (U.S. "6")

Has "Promo" below artwork. Released in March 2000 at sites of WOTC Pokémon TCG League.

• \$28-Lv30 Mewtwo (U.S. "12")

Has "Promo" below artwork. Released to Nintendo Power subscribers (April 2000).

• \$18-Lv64 Venusaur (U.S. "13")

Has "Promo" below artwork. Available with purchase of Nintendo's Pokémon TCG Player's Guide (April 2000).

• \$60-Lv15 Cool Porygon (U.S. "15")

Foil with "Promo" below artwork. Available with purchase of Pokémon Stadium N64 Bundle (March 2000).

• \$13-Lv13 Holo Mew

Has "Promo" below artwork. Released in April 2000 at sites of WOTC Pokémon TCG League. "9" instead of rarity symbol.

• \$13-Lv31 Dark Gyarados

Has "Promo" below artwork. Released in April 2000 at sites of WOTC Pokémon TCG League.

Japanese Cards

PoJo's Unofficial Pokémon does NOT sell cards. These prices are compiled for clarification of relative values and what you might expect to pay at a game store or collectible dealer for these cards.

Many of the Trainer and Stadium cards in these sets have names that are not direct translations of the Japanese titles. In some instances, names were given to reflect the card's artwork or function.

Type: C=Colorless, F=Fighting, R=Fire, G=Grass, L=Lightning, P=Psychic, W=Water, T=Trainer, E=Energy

Rarity: is designated: SR=Super-Rare (white star), SU=Super-Uncommon (white diamond), H=Holographic (Foil), R=Rare (non-Foil), U=Uncommon, C=Common; Basic energy has no rarity symbol



Base Set 1 (Series 1)

Approximate date initially released: Spring 1997

102 total cards:

16 Foil (ultra-rare "holographic")

16 Rare (non-"holographic")

32 Uncommon

32 Common

6 Basic Energy (no rarity)

Complete 102-card set \$205.00



Charizard

A master card Very useful Average
Limited uses Keep in the shoebox

Card Name	Rarity	Type	Level	Character#	Price	Rating
Alakazam	(H)	(P)	Lv42	#065	\$10.00	★★★★
Blastoise	(H)	(W)	Lv52	#009	\$11.00	★★★★
Chansey	(H)	(C)	Lv55	#113	\$10.00	★★★★
Charizard	(H)	(R)	Lv76	#006	\$22.00	★★★★
Clefairy	(H)	(C)	Lv14	#035	\$9.00	★★★
Gyarados	(H)	(W)	Lv41	#130	\$10.00	★★★★
Hitmonchan	(H)	(F)	Lv33	#107	\$10.00	★★★★
Machop	(H)	(F)	Lv67	#068	\$9.00	★★★
Magneton	(H)	(L)	Lv28	#082	\$9.00	★★★
Mewtwo	(H)	(P)	Lv53	#150	\$11.00	★★★★
Nidoking	(H)	(G)	Lv48	#034	\$10.00	★★★
Ninetales	(H)	(R)	Lv32	#038	\$10.00	★★★
Poliwrath	(H)	(W)	Lv48	#062	\$9.00	★★★
Raichu	(H)	(L)	Lv40	#026	\$10.00	★★★
Venusaur	(H)	(G)	Lv67	#003	\$11.00	★★★★
Zapdos	(H)	(L)	Lv64	#145	\$9.00	★★★
Beedrill	(R)	(G)	Lv32	#015	\$4.00	★★★★
Dragonair	(R)	(C)	Lv33	#148	\$4.00	★★★★
Dugtrio	(R)	(F)	Lv36	#051	\$4.00	★★★
Electabuzz	(R)	(L)	Lv35	#125	\$4.00	★★★★
Electrode	(R)	(L)	Lv40	#101	\$4.00	★★★★
Pidgeotto	(R)	(C)	Lv36	#017	\$4.00	★★
Arcanine	(U)	(R)	Lv45	#059	\$1.00	★★★★
Charmeleon	(U)	(R)	Lv32	#005	\$1.00	★★★
Dewgong	(U)	(W)	Lv42	#087	\$1.00	★★★★
Dratini	(U)	(C)	Lv10	#147	\$1.00	★★
Farfetch'd	(U)	(C)	Lv20	#083	\$1.00	★★★★
Growlithe	(U)	(R)	Lv18	#058	\$1.00	★★★
Haunter	(U)	(P)	Lv22	#093	\$1.00	★★
Ivysaur	(U)	(G)	Lv20	#002	\$1.00	★★★
Jynx	(U)	(P)	Lv23	#124	\$1.00	★★★★
Kadabra	(U)	(P)	Lv38	#064	\$1.00	★★★★
Kakuna	(U)	(G)	Lv23	#014	\$1.00	★★
Machopke	(U)	(F)	Lv40	#067	\$1.00	★★
Magikarp	(U)	(W)	Lv08	#129	\$1.00	★
Magma	(U)	(R)	Lv24	#126	\$1.00	★★★★
Nidorino	(U)	(G)	Lv25	#033	\$1.00	★★★
Poliwhirl	(U)	(W)	Lv28	#061	\$1.00	★★
Porygon	(U)	(C)	Lv12	#137	\$1.00	★★
Raticate	(U)	(C)	Lv41	#020	\$1.00	★★
Seel	(U)	(W)	Lv12	#086	\$1.00	★★★
Wartortle	(U)	(W)	Lv22	#008	\$1.00	★★★
Abra	(C)	(P)	Lv10	#063	\$0.50	★★★
Bulbasaur	(C)	(G)	Lv13	#001	\$0.50	★★★



Base Set 1 Continued



Pikachu



Venusaur



Rattata

Card Name	Rarity	Type	Level	Character#	Price	Rating
□ Caterpie	(C)	(G)	Lv13	#010	\$0.50	●●●
□ Charmander	(C)	(R)	Lv10	#004	\$0.50	●●●
□ Diglett	(C)	(F)	Lv08	#050	\$0.50	●●●
□ Doduo	(C)	(C)	Lv10	#084	\$0.50	●●●●
□ Drowzee	(C)	(P)	Lv12	#096	\$0.50	●●
□ Gastly	(C)	(P)	Lv08	#092	\$0.50	●●
□ Koffing	(C)	(G)	Lv13	#109	\$0.50	●●●●
□ Machop	(C)	(F)	Lv20	#066	\$0.50	●●●●
□ Maghemite	(C)	(L)	Lv13	#081	\$0.50	●●●
□ Metapod	(C)	(G)	Lv21	#011	\$0.50	●●●
□ Nidoran (M)	(C)	(G)	Lv20	#032	\$0.50	●●
□ Onix	(C)	(F)	Lv12	#095	\$0.50	●●●
□ Pidgey	(C)	(C)	Lv08	#016	\$0.50	●●●
□ Pikachu	(C)	(L)	Lv12	#025	\$0.50	●●●●
□ Poliwhag	(C)	(W)	Lv13	#060	\$0.50	●●●
□ Ponyta	(C)	(R)	Lv10	#077	\$0.50	●●●●
□ Rattata	(C)	(C)	Lv09	#019	\$0.50	●●●
□ Sandshrew	(C)	(F)	Lv12	#027	\$0.50	●●●
□ Squirtle	(C)	(W)	Lv08	#007	\$0.50	●●●●
□ Starmie	(C)	(W)	Lv28	#121	\$0.50	●●
□ Staryu	(C)	(W)	Lv15	#120	\$0.50	●●●●
□ Tangela	(C)	(G)	Lv08	#114	\$0.50	●●●●
□ Voltorb	(C)	(L)	Lv10	#100	\$0.50	●●●
□ Vulpix	(C)	(R)	Lv11	#037	\$0.50	●●●●
□ Weedle	(C)	(G)	Lv12	#013	\$0.50	●●●●
□ Clefairy Doll	(R)	(T)	----	Trainer Card	\$3.00	●●
□ Computer Search	(R)	(T)	----	Trainer Card	\$4.00	●●●●●
□ Devolution Spray	(R)	(T)	----	Trainer Card	\$3.00	●●
□ Impostor Professor Oak	(R)	(T)	----	Trainer Card	\$3.00	●●
□ Item Finder	(R)	(T)	----	Trainer Card	\$3.00	●●●●●
□ Lass	(R)	(T)	----	Trainer Card	\$3.00	●●●●
□ Pokémon Breeder	(R)	(T)	----	Trainer Card	\$3.00	●●●●
□ Pokémon Trader	(R)	(T)	----	Trainer Card	\$3.00	●●●●●
□ Scoop Up	(R)	(T)	----	Trainer Card	\$4.00	●●●●●
□ Super Energy Removal	(R)	(T)	----	Trainer Card	\$4.00	●●●●●
□ Defender	(U)	(T)	----	Trainer Card	\$1.00	●●
□ Energy Retrieval	(U)	(T)	----	Trainer Card	\$1.00	●●●●
□ Full Heal	(U)	(T)	----	Trainer Card	\$1.00	●●●
□ Maintenance	(U)	(T)	----	Trainer Card	\$1.00	●●●
□ PlusPower	(U)	(T)	----	Trainer Card	\$1.00	●●●●
□ Pokédex	(U)	(T)	----	Trainer Card	\$1.00	●●●
□ Pokémon Center	(U)	(T)	----	Trainer Card	\$1.00	●●●●
□ Pokémon Flute	(U)	(T)	----	Trainer Card	\$1.00	●●
□ Professor Oak	(U)	(T)	----	Trainer Card	\$1.00	●●●●●
□ Revive	(U)	(T)	----	Trainer Card	\$1.00	●●
□ Super Potion	(U)	(T)	----	Trainer Card	\$1.00	●●●
□ Bill	(C)	(T)	----	Trainer Card	\$0.50	●●●●
□ Energy Removal	(C)	(T)	----	Trainer Card	\$0.50	●●●●
□ Gust of Wind	(C)	(T)	----	Trainer Card	\$0.50	●●●●
□ Potion	(C)	(T)	----	Trainer Card	\$0.50	●●●
□ Switch	(C)	(T)	----	Trainer Card	\$0.50	●●●
□ Double Colorless Energy	(U)	(E)	----	Energy Card	\$1.00	●●●●●
□ Fighting Energy	()	(E)	----	Energy Card	\$1.00	●●●●●
□ Fire Energy	()	(E)	----	Energy Card	\$1.00	●●●●●
□ Grass Energy	()	(E)	----	Energy Card	\$1.00	●●●●●
□ Lightning Energy	()	(E)	----	Energy Card	\$1.00	●●●●●
□ Psychic Energy	()	(E)	----	Energy Card	\$1.00	●●●●●
□ Water Energy	()	(E)	----	Energy Card	\$1.00	●●●●●

PoJo's Price Guide**Jungle Expansion**

(Series 2)

Approximate date initially released: Summer 1997

48 total cards:

16 Rare Foil

16 Uncommon

16 Common

Complete 48-card set \$115.00



Scyther

Card Name	Rarity	Type	Level	Character#	Price	Rating
☐ Clefable	(H)	(C)	Lv34	#036	\$8.00	★★★★
☐ Electrode	(H)	(L)	Lv42	#101	\$8.00	★★
☐ Flareon	(H)	(R)	Lv28	#136	\$10.00	★★★★
☐ Jolteon	(H)	(L)	Lv29	#135	\$10.00	★★★★
☐ Kangaskhan	(H)	(C)	Lv40	#115	\$8.00	★★★★
☐ Mr. Mime	(H)	(P)	Lv28	#122	\$11.00	★★★★
☐ Nidoqueen	(H)	(G)	Lv43	#031	\$8.00	★★
☐ Pidgeot	(H)	(C)	Lv40	#018	\$8.00	★★
☐ Pinsir	(H)	(G)	Lv24	#127	\$9.00	★★★★
☐ Scyther	(H)	(G)	Lv25	#123	\$11.00	★★★★
☐ Snorlax	(H)	(C)	Lv20	#143	\$8.00	★★
☐ Vaporeon	(H)	(W)	Lv42	#134	\$10.00	★★
☐ Venomoth	(H)	(G)	Lv28	#049	\$8.00	★★★★
☐ Victreebel	(H)	(G)	Lv42	#071	\$8.00	★★
☐ Vileplume	(H)	(G)	Lv35	#045	\$8.00	★★
☐ Wigglytuff	(H)	(C)	Lv36	#040	\$11.00	★★★★
☐ Butterfree	(U)	(G)	Lv28	#012	\$1.00	★★
☐ Dodrio	(U)	(C)	Lv28	#085	\$1.00	★★
☐ Exeggutor	(U)	(G)	Lv35	#103	\$1.00	★★
☐ Fearow	(U)	(C)	Lv27	#022	\$1.00	★★
☐ Gloom	(U)	(G)	Lv22	#044	\$1.00	★★
☐ Lickitung	(U)	(C)	Lv26	#108	\$1.00	★★★★
☐ Marowak	(U)	(F)	Lv26	#105	\$1.00	★★
☐ Nidorina	(U)	(G)	Lv24	#030	\$1.00	★★
☐ Parasect	(U)	(G)	Lv28	#047	\$1.00	★★
☐ Persian	(U)	(C)	Lv25	#053	\$1.00	★★
☐ Primeape	(U)	(F)	Lv35	#057	\$1.00	★★★★
☐ Rapidash	(U)	(R)	Lv33	#078	\$1.00	★★★★
☐ Rhydon	(U)	(F)	Lv48	#112	\$1.00	★★
☐ Seaking	(U)	(W)	Lv28	#119	\$1.00	★★
☐ Tauros	(U)	(C)	Lv32	#128	\$1.00	★★
☐ Weepinbell	(U)	(G)	Lv28	#070	\$1.00	★★
☐ Bellsprout	(C)	(G)	Lv11	#069	\$0.50	★★
☐ Cubone	(C)	(F)	Lv13	#104	\$0.50	★★
☐ Eevee	(C)	(C)	Lv12	#133	\$0.50	★★
☐ Exeggcute	(C)	(G)	Lv14	#102	\$0.50	★★
☐ Goldeen	(C)	(W)	Lv12	#118	\$0.50	★★
☐ Jigglypuff	(C)	(C)	Lv14	#039	\$0.50	★★★★
☐ Mankey	(C)	(F)	Lv07	#056	\$0.50	★★
☐ Meowth	(C)	(C)	Lv15	#052	\$0.50	★★
☐ Nidoran (F)	(C)	(G)	Lv13	#029	\$0.50	★★★★
☐ Oddish	(C)	(G)	Lv08	#043	\$0.50	★★
☐ Paras	(C)	(G)	Lv08	#046	\$0.50	★★
☐ Pikachu	(C)	(L)	Lv14	#025	\$0.50	★★
☐ Rhyhorn	(C)	(F)	Lv18	#111	\$0.50	★★
☐ Spearow	(C)	(C)	Lv13	#021	\$0.50	★★
☐ Venonat	(C)	(G)	Lv12	#048	\$0.50	★★
☐ Poké Ball	(C)	(T)	-----	Trainer Card	\$0.50	★★

**Fossil Expansion**

(Series 3)

★★★★ A master card ★★★★★ Very useful ★★★★★ Average
 ★★★★★ Limited uses ★★★★★ Keep in the shoebox

☐ Aerodactyl	(H)	(F)	Lv28	#142	\$9.00	★★★★
☐ Articuno	(H)	(W)	Lv35	#144	\$10.00	★★★★
☐ Ditto	(H)	(C)	Lv20	#132	\$10.00	★★★★
☐ Dragonite	(H)	(C)	Lv45	#149	\$8.00	★★★★
☐ Gengar	(H)	(P)	Lv38	#094	\$10.00	★★★★
☐ Haunter	(H)	(P)	Lv17	#093	\$9.00	★★★★
☐ Hitmonlee	(H)	(F)	Lv30	#106	\$9.00	★★★★
☐ Hypno	(H)	(P)	Lv36	#097	\$9.00	★★★★
☐ Kabutops	(H)	(F)	Lv30	#141	\$8.00	★★★★
☐ Lapras	(H)	(W)	Lv31	#131	\$8.00	★★★★



Fossil Expansion

Continued

Approximate date initially released: Fall 1997

48 total cards:

16 Rare Foil
16 Uncommon
16 Common

Complete 48-card set \$85.00



Moltres

Card Name	Rarity	Type	Level	Character#	Price	Rating
Magnetron	(H)	(L)	Lv35	#082	\$8.00	●●●●
Mew	(H)	(P)	Lv23	#151	\$24.00	●●●●●
Moltres	(H)	(R)	Lv35	#146	\$9.00	●●●●●
Muk	(H)	(G)	Lv34	#089	\$8.00	●●●●
Raichu	(H)	(L)	Lv45	#026	\$8.00	●●●
Zapdos	(H)	(L)	Lv40	#145	\$8.00	●●●
Arbok	(U)	(G)	Lv27	#024	\$1.00	●●●
Cloyster	(U)	(W)	Lv25	#091	\$1.00	●●●
Gastly	(U)	(P)	Lv17	#092	\$1.00	●●●
Golbat	(U)	(G)	Lv29	#042	\$1.00	●●●●
Golduck	(U)	(W)	Lv27	#055	\$1.00	●●●●
Golem	(U)	(F)	Lv36	#076	\$1.00	●●●
Graveler	(U)	(F)	Lv29	#075	\$1.00	●●●
Kingler	(U)	(W)	Lv27	#099	\$1.00	●●●
Magmar	(U)	(R)	Lv31	#126	\$1.00	●●●●
Omastar	(U)	(W)	Lv32	#139	\$1.00	●●●
Sandslash	(U)	(F)	Lv33	#028	\$1.00	●●●
Seadra	(U)	(W)	Lv23	#117	\$1.00	●●●
Slowbro	(U)	(P)	Lv26	#080	\$1.00	●●●
Tentacruel	(U)	(W)	Lv21	#073	\$1.00	●●●
Weezing	(U)	(G)	Lv27	#110	\$1.00	●●●
Ekans	(C)	(G)	Lv10	#023	\$0.50	●●
Geodude	(C)	(F)	Lv16	#074	\$0.50	●●
Grimer	(C)	(G)	Lv17	#088	\$0.50	●●●
Horsea	(C)	(W)	Lv19	#116	\$0.50	●●●
Kabuto	(C)	(F)	Lv09	#140	\$0.50	●●
Krabby	(C)	(W)	Lv20	#098	\$0.50	●●
Omanyte	(C)	(W)	Lv19	#138	\$0.50	●●●
Psyduck	(C)	(W)	Lv15	#054	\$0.50	●●●●
Shellder	(C)	(W)	Lv08	#090	\$0.50	●●
Slowpoke	(C)	(P)	Lv18	#079	\$0.50	●●●
Tentacool	(C)	(W)	Lv10	#072	\$0.50	●●●
Zubat	(C)	(G)	Lv10	#041	\$0.50	●●
Mr. Fuji	(U)	(T)	----	Trainer Card	\$1.00	●●●
Energy Search	(C)	(T)	----	Trainer Card	\$0.50	●●●
Gambler	(C)	(T)	----	Trainer Card	\$0.50	●●●●
Recycle	(C)	(T)	----	Trainer Card	\$0.50	●●
Mysterious Fossil	(C)	(T)	----	Trainer Card	\$0.50	●●



Team Rocket Expansion

(Series 4)

Approximate date initially released: Spring 1998

65 total cards:

1 Super Rare (Foil) "Here Come the Rockets!"

16 Rare Foil
16 Uncommon
32 Common

Complete 65-card set \$155.00

"Dark" Alakazam	(H)	(P)	Lv30	#065	\$12.00	●●●●●
"Dark" Arbok	(H)	(G)	Lv25	#024	\$10.00	●●●●
"Dark" Blastoise	(H)	(W)	Lv28	#009	\$13.00	●●●●
"Dark" Charizard	(H)	(R)	Lv38	#006	\$22.00	●●●
"Dark" Dragonite	(H)	(C)	Lv33	#149	\$11.00	●●●●
"Dark" Dugtrio	(H)	(F)	Lv18	#051	\$10.00	●●●
"Dark" Golbat	(H)	(G)	Lv25	#042	\$10.00	●●●●
"Dark" Gyarados	(H)	(W)	Lv31	#130	\$12.00	●●●●
"Dark" Hypno	(H)	(P)	Lv26	#097	\$11.00	●●●●
"Dark" Machop	(H)	(F)	Lv30	#068	\$11.00	●●●
"Dark" Magnetron	(H)	(L)	Lv26	#082	\$10.00	●●
"Dark" Slowbro	(H)	(P)	Lv27	#080	\$10.00	●●●●
"Dark" Vileplume	(H)	(G)	Lv29	#045	\$11.00	●●●●●
"Dark" Weezing	(H)	(G)	Lv24	#110	\$10.00	●●●
"Dark" Charmeleon	(U)	(R)	Lv23	#005	\$1.00	●●●
"Dark" Dragonair	(U)	(C)	Lv28	#148	\$1.00	●●●●
"Dark" Electrode	(U)	(L)	Lv24	#101	\$1.00	●●●●●
"Dark" Flareon	(U)	(R)	Lv23	#136	\$1.00	●●●●●
"Dark" Gloom	(U)	(G)	Lv21	#044	\$1.00	●●●
"Dark" Golduck	(U)	(W)	Lv23	#055	\$1.00	●●●●●

PoJo's Price Guide

Team Rocket
Expansion
Continued

Dark Blastoise



Magnemite

Gym Leaders
Expansion #1

(Series 5)

A master card Very useful Average
Limited uses Keep in the shoebox

Card Name	Rarity	Type	Level	Character#	Price	Rating
□ "Dark" Jolteon	(U)	(L)	Lv23	#135	\$1.00	●●●●
□ "Dark" Kadabra	(U)	(P)	Lv24	#064	\$1.00	●●●●
□ "Dark" Machoke	(U)	(F)	Lv28	#067	\$1.00	●●
□ "Dark" Muk	(U)	(G)	Lv25	#089	\$1.00	●●●●
□ "Dark" Primeape	(U)	(F)	Lv23	#057	\$1.00	●●●
□ "Dark" Vaporeon	(U)	(W)	Lv28	#134	\$1.00	●●●●
□ "Dark" Wartortle	(U)	(W)	Lv21	#008	\$1.00	●●●
□ Abra	(C)	(P)	Lv14	#063	\$0.50	●●●
□ Charmander	(C)	(R)	Lv09	#004	\$0.50	●●●●
□ Diglett	(C)	(F)	Lv15	#050	\$0.50	●●●
□ Dratini	(C)	(C)	Lv12	#147	\$0.50	●●●
□ Drowzee	(C)	(P)	Lv10	#096	\$0.50	●●●
□ Eevee	(C)	(C)	Lv09	#133	\$0.50	●●●
□ Ekans	(C)	(G)	Lv15	#023	\$0.50	●●●
□ Grimer	(C)	(G)	Lv10	#088	\$0.50	●●●
□ Koffing	(C)	(G)	Lv12	#109	\$0.50	●●
□ Machop	(C)	(F)	Lv24	#066	\$0.50	●●●
□ Magikarp	(C)	(W)	Lv06	#129	\$0.50	●●●
□ Magnemite	(C)	(L)	Lv12	#081	\$0.50	●●●
□ Mankey	(C)	(F)	Lv14	#056	\$0.50	●●●
□ Meowth	(C)	(C)	Lv10	#052	\$0.50	●●
□ Oddish	(C)	(G)	Lv21	#043	\$0.50	●●●
□ "Dark" Persian	(C)	(C)	Lv28	#053	\$0.50	●●
□ Ponyta	(C)	(R)	Lv15	#077	\$0.50	●●●
□ Porygon	(C)	(C)	Lv20	#137	\$0.50	●●●
□ Psyduck	(C)	(W)	Lv16	#054	\$0.50	●●
□ "Dark" Rapidash	(C)	(R)	Lv24	#078	\$0.50	●●
□ "Dark" Raticate	(C)	(C)	Lv25	#020	\$0.50	●●●
□ Rattata	(C)	(C)	Lv12	#019	\$0.50	●●
□ Slowpoke	(C)	(P)	Lv16	#079	\$0.50	●●
□ Squirtle	(C)	(W)	Lv16	#007	\$0.50	●●●
□ Voltorb	(C)	(L)	Lv13	#100	\$0.50	●●●
□ Zubat	(C)	(G)	Lv09	#041	\$0.50	●●●
□ Here Comes Team Rocket!(SR)		(T)	----	Trainer Card	\$32.00	●●
□ Rocket's Sneak Attack (H)		(T)	----	Trainer Card	\$7.00	●●●●
□ The Boss' Way (U)		(T)	----	Trainer Card	\$1.00	●●●
□ Imposter Oak's Revenge(U)		(T)	----	Trainer Card	\$1.00	●●
□ Challenge! (U)		(T)	----	Trainer Card	\$1.00	●●●●
□ Digger (C)		(T)	----	Trainer Card	\$0.50	●●
□ Nightly Garbage Run (C)		(T)	----	Trainer Card	\$0.50	●●●●
□ Sleep! (C)		(T)	----	Trainer Card	\$0.50	●●
□ Goop Gas Attack (C)		(T)	----	Trainer Card	\$0.50	●●●
□ Rainbow Energy (H)		(E)	----	Energy Card	\$8.00	●●●●●
□ Full Heal Energy (C)		(E)	----	Energy Card	\$0.50	●●●●
□ Potion Energy (C)		(E)	----	Energy Card	\$0.50	●●●●

Gym Leader Takeshi (Brock) Cards:

□ Brock's Ninetales	(H)	(R)	Lv30	#038	\$10.00	●●●●●
□ Brock's Rhydon	(H)	(F)	Lv38	#112	\$8.00	●●●
□ Brock's Golem	(R)	(F)	Lv40	#076	\$3.00	●●●
□ Brock's Golbat	(U)	(G)	Lv30	#042	\$1.00	●●●
□ Brock's Graveler	(U)	(F)	Lv32	#075	\$1.00	●●●
□ Brock's Lickitung	(U)	(C)	Lv24	#108	\$1.00	●●●●
□ Brock's Primeape	(U)	(F)	Lv32	#057	\$1.00	●●●●
□ Brock's Sandslash	(U)	(F)	Lv34	#028	\$1.00	●●●
□ Brock's Vulpix	(U)	(R)	Lv16	#037	\$1.00	●●●
□ Brock's Diglett	(C)	(F)	Lv13	#050	\$0.50	●●●

GL
1Gym Leaders
Expansion #1
ContinuedApproximate date initially
released: Fall 199896 total cards:
16 Rare (Foil)
16 Rare (Non-Foil)
16 Uncommon
32 Common

Complete 96-card set \$165.00



Golduck



Electabuzz

Card Name	Rarity	Type	Level	Character#	Price	Rating
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Gym Leader Takeshi (Brock) Cards:

□ Brock's Geodude	(C)	(F)	Lv13	#074	\$0.50	●●●●
□ Brock's Geodude	(C)	(F)	Lv15	#074	\$0.50	●●●●
□ Brock's Mankey	(C)	(F)	Lv12	#056	\$0.50	●●●●
□ Brock's Onix	(C)	(F)	Lv41	#095	\$0.50	●●●●
□ Brock's Rhyhorn	(C)	(F)	Lv29	#111	\$0.50	●●●●
□ Brock's Sandshrew	(C)	(F)	Lv20	#027	\$0.50	●●●●
□ Brock's Vulpix	(C)	(R)	Lv10	#037	\$0.50	●●●●
□ Brock's Zubat	(C)	(G)	Lv11	#041	\$0.50	●●●●
□ Brock	(R)	(T)	----	Trainer Card	\$2.00	●●●●
□ Brock's Protection	(R)	(T)	----	Trainer Card	\$2.00	●●●●
□ Brock's Method of Breeding	(U)	(T)	----	Trainer Card	\$1.00	●●●●
□ Remembrance	(U)	(T)	----	Trainer Card	\$1.00	●●●●
□ Nivi City Gym	(U)	(T)	----	Stadium Card	\$1.00	●●●●

Gym Leader Kasumi (Misty) Cards:

□ Misty's Golduck	(H)	(W)	Lv32	#055	\$8.00	●●●●
□ Misty's Gyarados	(H)	(W)	Lv42	#130	\$10.00	●●●●
□ Misty's Seadra	(H)	(W)	Lv30	#117	\$9.00	●●●●
□ Misty's Tentacruel	(H)	(W)	Lv30	#073	\$9.00	●●●●
□ Misty's Dewgong	(U)	(W)	Lv40	#087	\$1.00	●●●●
□ Misty's Poliwheel	(U)	(W)	Lv37	#061	\$1.00	●●●●
□ Misty's Tentacool	(U)	(W)	Lv16	#072	\$1.00	●●●●
□ Misty's Goldeen	(C)	(W)	Lv10	#118	\$0.50	●●●●
□ Misty's Horsea	(C)	(W)	Lv10	#116	\$0.50	●●●●
□ Misty's Horsea	(C)	(W)	Lv16	#116	\$0.50	●●●●
□ Misty's Magikarp	(C)	(W)	Lv05	#129	\$0.50	●●●●
□ Misty's Poliwhag	(C)	(W)	Lv16	#060	\$0.50	●●●●
□ Misty's Psyduck	(C)	(W)	Lv18	#054	\$0.50	●●●●
□ Misty's Seel	(C)	(W)	Lv14	#086	\$0.50	●●●●
□ Misty's Staryu	(C)	(W)	Lv16	#120	\$0.50	●●●●
□ Misty	(R)	(T)	----	Trainer Card	\$2.00	●●●●
□ Misty's Pleading	(R)	(T)	----	Trainer Card	\$2.00	●●●●
□ Misty's Rage	(U)	(T)	----	Trainer Card	\$1.00	●●●●
□ Misty's Tears	(C)	(T)	----	Trainer Card	\$0.50	●●●●
□ Misty's Game	(C)	(T)	----	Trainer Card	\$0.50	●●●●
□ Hanada City Gym	(U)	(T)	----	Stadium Card	\$1.00	●●●●

Gym Leader Mathisu (Lt. Surge) Cards:

□ Lt. Surge's Electabuzz	(H)	(L)	Lv28	#125	\$9.00	●●●●
□ Lt. Surge's Fearow	(H)	(C)	Lv30	#022	\$8.00	●●●●
□ Lt. Surge's Magnetron	(H)	(L)	Lv30	#082	\$8.00	●●●●
□ Lt. Surge's Jolteon	(R)	(L)	Lv62	#135	\$3.00	●●●●
□ Lt. Surge's Eevee	(U)	(C)	Lv10	#133	\$1.00	●●●●
□ Lt. Surge's Magnemite	(U)	(L)	Lv10	#081	\$1.00	●●●●
□ Lt. Surge's Raticate	(U)	(C)	Lv33	#020	\$1.00	●●●●
□ Lt. Surge's Magnemite	(C)	(L)	Lv12	#081	\$0.50	●●●●
□ Lt. Surge's Pikachu	(C)	(L)	Lv10	#025	\$0.50	●●●●
□ Lt. Surge's Rattata	(C)	(C)	Lv07	#019	\$0.50	●●●●
□ Lt. Surge's Spearow	(C)	(C)	Lv17	#021	\$0.50	●●●●
□ Lt. Surge's Voltorb	(C)	(L)	Lv12	#100	\$0.50	●●●●
□ Lt. Surge	(R)	(T)	----	Trainer Card	\$2.00	●●●●
□ Lt. Surge's Secret Operation	(R)	(T)	----	Trainer Card	\$2.00	●●●●
□ Energy Circulate	(C)	(T)	----	Trainer Card	\$0.50	●●●●
□ Lt. Surge's Negotiations	(U)	(T)	----	Trainer Card	\$1.00	●●●●
□ Energy Circulate	(U)	(T)	----	Trainer Card	\$0.50	●●●●
□ Kuchiba City Gym	(U)	(T)	----	Trainer Card	\$1.00	●●●●

PoJo's Price Guide

GL
1Gym Leaders
Expansion #1
Continued

Moltres



Vileplume

GL
2Gym Leaders
Expansion #2
(Series 6)

A master card
 Very useful
 Average
 Limited uses
 Keep in the shoebox

Card Name Rarity Type Level Character# Price Rating

Gym Leader Erika Cards:

□ Erika's Clefable	(H)	(C)	Lv35	#036	\$8.00	★★★★
□ Erika's Dragonair	(H)	(C)	Lv32	#148	\$9.00	★★★★
□ Erika's Vileplume	(H)	(G)	Lv34	#045	\$8.00	★★★★
□ Erika's Victreebel	(R)	(G)	Lv37	#071	\$3.00	★★★★
□ Erika's Bellsprout	(U)	(G)	Lv13	#069	\$1.00	★★★
□ Erika's Bulbasaur	(U)	(G)	Lv15	#001	\$1.00	★★★
□ Erika's Clefairy	(U)	(C)	Lv16	#035	\$1.00	★★
□ Erika's Dratini	(U)	(C)	Lv14	#147	\$1.00	★★
□ Erika's Exeggcuter	(U)	(G)	Lv15	#102	\$1.00	★★★★
□ Erika's Exeggutor	(U)	(G)	Lv31	#103	\$1.00	★★★★
□ Erika's Gloom	(U)	(G)	Lv24	#044	\$1.00	★★★★
□ Erika's Weepinbell	(U)	(G)	Lv26	#070	\$1.00	★★★
□ Erika's Bellsprout	(C)	(G)	Lv15	#069	\$0.50	★★★
□ Erika's Jigglypuff	(C)	(C)	Lv13	#039	\$0.50	★★
□ Erika's Oddish	(C)	(G)	Lv10	#043	\$0.50	★★★★
□ Erika's Oddish	(C)	(G)	Lv15	#043	\$0.50	★★★
□ Erika's Paras	(C)	(G)	Lv17	#046	\$0.50	★★
□ Erika's Tangela	(C)	(G)	Lv21	#114	\$0.50	★★
□ Erika	(R)	(T)	----	Trainer Card	\$2.00	★★★★
□ Refined Criticism	(R)	(T)	----	Trainer Card	\$2.00	★★
□ Erika's Kindness	(R)	(T)	----	Trainer Card	\$2.00	★★★★
□ Erika's Perfume	(U)	(T)	----	Trainer Card	\$1.00	★★★★
□ Proper Etiquette	(U)	(T)	----	Trainer Card	\$1.00	★★★★
□ Erika's Attendants	(U)	(T)	----	Trainer Card	\$1.00	★★★★
□ Tamamushi City Gym	(U)	(T)	----	Stadium Card	\$1.00	★★

Team Rocket Cards:

□ Rocket's Hitmonchan	(H)	(F)	Lv29	#107	\$9.00	★★★★
□ Rocket's Moltres	(H)	(R)	Lv26	#146	\$10.00	★★★★
□ Rocket's Scyther	(H)	(G)	Lv23	#123	\$10.00	★★★★
□ Team Rocket's Trap	(H)	(T)	----	Trainer Card	\$6.00	★★★★
□ TR's Special Instruction Gym	(R)	(T)	----	Stadium Card	\$2.00	★★

Extra Stadium Cards:

□ Lowered Resistance Gym	(R)	(T)	----	Stadium Card	\$2.00	★★★
□ Removal Prohibition Gym	(R)	(T)	----	Stadium Card	\$2.00	★★★
□ Confusion Gym	(R)	(T)	----	Stadium Card	\$2.00	★★★★
□ Small Gym	(C)	(T)	----	Stadium Card	\$0.50	★

Miscellaneous Gym Leader Cards:

□ Imakuni's Doduo	(SR)	(C)	Lv15	#084	\$21.00	★★★
□ Chansey	(SU)	(C)	Lv38	#113	\$12.00	★★
□ Erika's Venusaur	(H)	(G)	Lv45	#003	\$9.00	★★★★
□ Lt. Surge's Raichu	(H)	(L)	Lv38	#026	\$9.00	★★★★
□ Brock's Dugtrio	(R)	(F)	Lv27	#051	\$3.00	★★★★
□ Misty's Poliwrath	(R)	(W)	Lv43	#062	\$3.00	★★★★
□ Erika's Ivysaur	(U)	(G)	Lv22	#002	\$1.00	★★★★

Gym Leader Katsura (Blaine) Cards:

□ Blaine's Arcanine	(H)	(R)	Lv42	#059	\$10.00	★★★★
□ Blaine's Charizard	(H)	(R)	Lv50	#006	\$16.00	★★★★
□ Blaine's Moltres	(H)	(R)	Lv44	#146	\$9.00	★★★
□ Blaine's Ninetales	(R)	(R)	Lv27	#038	\$3.00	★★★★
□ Blaine's Charmeleon	(U)	(R)	Lv29	#005	\$1.00	★★★★
□ Blaine's Kangaskhan	(U)	(C)	Lv36	#115	\$1.00	★★
□ Blaine's Magmar	(U)	(R)	Lv29	#126	\$1.00	★★
□ Blaine's Rapidash	(U)	(R)	Lv31	#078	\$1.00	★★★★
□ Blaine's Charmander	(C)	(R)	Lv16	#004	\$0.50	★★★★
□ Blaine's Doduo	(C)	(C)	Lv17	#084	\$0.50	★★

GL
2

Gym Leaders Expansion #2 Continued

Approximate date initially
released: Summer 1999

98 total cards:

1 Super Rare (Foil)

1 Super-Uncommon (non-Foil)

16 Rare (Foil)

16 Rare (non-Foil)

32 Uncommon (non-Foil)

32 Common (non-Foil)

Complete 98-card set \$165.00



Koga's Ditto



Sabrina's Alakazam

Card Name	Rarity	Type	Level	Character#	Price	Rating
-----------	--------	------	-------	------------	-------	--------

Gym Leader Katsura (Blaine) Cards:

Blaine's Growlithe	(C)	(R)	Lv15	#058	\$0.50	3/3
Blaine's Mankey	(C)	(F)	Lv14	#056	\$0.50	3/3
Blaine's Ponyta	(C)	(R)	Lv13	#077	\$0.50	3/3
Blaine's Rhyhorn	(C)	(F)	Lv26	#111	\$0.50	3/3
Blaine's Tauros	(C)	(C)	Lv34	#128	\$0.50	3/3
Blaine's Vulpix	(C)	(R)	Lv09	#037	\$0.50	3/3
Blaine	(R)	(T)	----	Trainer Card	\$2.00	3/3
Blaine's Last Resort	(U)	(T)	----	Trainer Card	\$1.00	3/3
Blaine's Quiz 3	(U)	(T)	----	Trainer Card	\$1.00	3/3
Blaine's Gamble	(C)	(T)	----	Trainer Card	\$0.50	3/3
Guren Town Gym	(U)	(T)	----	Stadium Card	\$1.00	3/3

Gym Leader Natsume (Sabrina) Cards:

Sabrina's Alakazam	(H)	(P)	Lv44	#065	\$9.00	3/3
Sabrina's Gengar	(H)	(P)	Lv39	#094	\$10.00	3/3
Sabrina's Golduck	(R)	(W)	Lv33	#055	\$3.00	3/3
Sabrina's Venomoth	(R)	(G)	Lv24	#049	\$3.00	3/3
Sabrina's Gastly	(U)	(P)	Lv10	#092	\$1.00	3/3
Sabrina's Haunter	(U)	(P)	Lv20	#093	\$1.00	3/3
Sabrina's Hypno	(U)	(P)	Lv31	#097	\$1.00	3/3
Sabrina's Jynx	(U)	(P)	Lv21	#124	\$1.00	3/3
Sabrina's Kadabra	(U)	(P)	Lv41	#064	\$1.00	3/3
Sabrina's Slowbro	(U)	(P)	Lv29	#080	\$1.00	3/3
Sabrina's Abra	(C)	(P)	Lv11	#063	\$0.50	3/3
Sabrina's Drowzee	(C)	(P)	Lv15	#096	\$0.50	3/3
Sabrina's Mr. Mime	(C)	(P)	Lv20	#122	\$0.50	3/3
Sabrina's Porygon	(C)	(C)	Lv17	#137	\$0.50	3/3
Sabrina's Psyduck	(C)	(W)	Lv16	#054	\$0.50	3/3
Sabrina's Slowpoke	(C)	(P)	Lv15	#079	\$0.50	3/3
Sabrina's Venonat	(C)	(G)	Lv13	#048	\$0.50	3/3
Sabrina	(R)	(T)	----	Trainer Card	\$2.00	3/3
Sabrina's ESP	(U)	(T)	----	Trainer Card	\$1.00	3/3
Sabrina's Psychic Control	(U)	(T)	----	Trainer Card	\$1.00	3/3
Sabrina's Eyes	(C)	(T)	----	Trainer Card	\$0.50	3/3
Yamabuki City Gym	(U)	(T)	----	Stadium Card	\$1.00	3/3

Gym Leader Kyou (Koga) Cards:

Koga's Beedrill	(H)	(G)	Lv34	#015	\$8.00	3/3
Koga's Ditto	(H)	(C)	Lv12	#132	\$8.00	3/3
Koga's Arbok	(R)	(G)	Lv44	#024	\$3.00	3/3
Koga's Muk	(R)	(G)	Lv38	#089	\$3.00	3/3
Koga's Pidgeotto	(R)	(C)	Lv34	#017	\$3.00	3/3
Koga's Golbat	(U)	(G)	Lv27	#042	\$1.00	3/3
Koga's Kakuna	(U)	(G)	Lv21	#014	\$1.00	3/3
Koga's Koffing	(U)	(G)	Lv15	#109	\$1.00	3/3
Koga's Pidgey	(U)	(C)	Lv09	#016	\$1.00	3/3
Koga's Weezing	(U)	(G)	Lv31	#110	\$1.00	3/3
Koga's Ekans	(C)	(G)	Lv17	#023	\$0.50	3/3
Koga's Grimer	(C)	(G)	Lv19	#088	\$0.50	3/3
Koga's Koffing	(C)	(G)	Lv10	#109	\$0.50	3/3
Koga's Pidgey	(C)	(C)	Lv15	#016	\$0.50	3/3
Koga's Tangela	(C)	(G)	Lv16	#114	\$0.50	3/3
Koga's Weedle	(C)	(G)	Lv13	#013	\$0.50	3/3
Koga's Zubat	(C)	(G)	Lv14	#041	\$0.50	3/3
Koga	(R)	(T)	----	Trainer Card	\$2.00	3/3
Koga's Abnormal Body Skill	(U)	(T)	----	Trainer Card	\$6.00	3/3
Invisible Wall	(C)	(T)	----	Trainer Card	\$0.50	3/3
Trash Exchange	(C)	(T)	----	Trainer Card	\$0.50	3/3
Sekichiku City Gym	(U)	(T)	----	Stadium Card	\$1.00	3/3

PoJo's Price Guide**GL
2****Gym Leaders
Expansion #2
Continued****Giovanni's Machop****NC****Neo Cards**

96 total cards:

16 Rare (Foil)

16 Rare (non-Foil)

32 Uncommon (non-Foil)

32 Common (non-Foil)

Complete 98-card set \$165.00

**Bakufuun**

A master card
 Very useful
 Average
 Limited uses
 Keep in the shoebox

Card Name	Rarity	Type	Level	Character#	Price	Rating
Gym Leader Sakaki (Giovanni) Cards:						
Giovanni's Gyarados	(H)	(W)	Lv40	#130	\$9.00	
Giovanni's Machop	(H)	(F)	Lv50	#068	\$9.00	
Giovanni's Nidoking	(H)	(G)	Lv58	#034	\$10.00	
Giovanni's Persian	(H)	(C)	Lv23	#053	\$9.00	
Giovanni's Nidoqueen	(R)	(G)	Lv51	#031	\$3.00	
Giovanni's Pinsir	(R)	(G)	Lv27	#127	\$3.00	
Giovanni's Machoke	(U)	(F)	Lv36	#067	\$1.00	
Giovanni's Meowth	(U)	(C)	Lv12	#052	\$1.00	
Giovanni's Nidorina	(U)	(G)	Lv35	#030	\$1.00	
Giovanni's Nidorino	(U)	(G)	Lv32	#033	\$1.00	
Giovanni's Machop	(C)	(F)	Lv18	#033	\$0.50	
Giovanni's Magikarp	(C)	(W)	Lv09	#129	\$0.50	
Giovanni's Meowth	(C)	(C)	Lv17	#052	\$0.50	
Giovanni's Nidoran (F)	(C)	(G)	Lv11	#029	\$0.50	
Giovanni's Nidoran (M)	(C)	(G)	Lv14	#032	\$0.50	
Giovanni	(H)	(T)	----	Trainer Card	\$6.00	
Giovanni's Last Resort	(R)	(T)	----	Trainer Card	\$2.00	
Warp Point	(C)	(T)	----	Trainer Card	\$0.50	
Tokiwa City Gym	(R)	(T)	----	Stadium Card	\$2.00	

Team Rocket Cards:

Rocket's Mewtwo	(H)	(P)	Lv35	#150	\$9.00	
Rocket's Zapdos	(H)	(L)	Lv34	#145	\$8.00	
Rocket's Snorlax	(R)	(C)	Lv40	#143	\$3.00	
Rocket Member	(U)	(T)	----	Trainer Card	\$1.00	
Rocket's Experiment	(U)	(T)	----	Trainer Card	\$1.00	
Tickle Machine	(U)	(T)	----	Trainer Card	\$1.00	
Rocket's Explosive Gym	(U)	(T)	----	Stadium Card	\$1.00	

Card Name	Type	Level	Character#	Price	Rating
Bakufuun	(H)	Lv55	#157	\$6.00	
Denryuu	(H)	Lv40	#181	\$5.00	
Eamuudo	(H)	Lv30	#227	\$5.00	
Haganeeru	(H)	Lv64	#208	\$5.00	
Herakurosu	(H)	Lv28	#214	\$5.00	
Kingdora	(H)	Lv50	#230	\$5.00	
Kireihana	(H)	Lv36	#182	\$5.00	
Lugia	(H)	Lv45	#249	\$17.00	
Mariruri	(H)	Lv29	#184	\$8.00	
Meganiumu	(H)	Lv57	#154	\$5.00	
Oodairu	(H)	Lv56	#160	\$5.00	
Pichu	(H)	Lv05	#172	\$17.00	
Slowking	(H)	Lv39	#199	\$6.00	
Togechikku	(H)	Lv31	#176	\$6.00	
Wanekko	(H)	Lv35	#189	\$5.00	
Bubii	(R)	Lv05	#240	\$3.00	
Donphan	(R)	Lv34	#232	\$3.00	
Erekiddo	(R)	Lv06	#239	\$3.00	
Nyuura	(H)	Lv34	#215	\$3.00	
Pii	(R)	Lv06	#173	\$3.00	
Yamikarasu	(R)	Lv25	#198	\$3.00	
Ariadosu	(U)	Lv29	#168	\$1.00	
Arigeitsu	(U)	Lv34	#159	\$1.00	
Beirifu	(U)	Lv39	#153	\$1.00	
Clefairy	(U)	Lv19	#035	\$1.00	
Elpamu	(U)	Lv18	#190	\$1.00	
Electabuzz	(U)	Lv38	#125	\$1.00	
Gloom	(U)	Lv26	#044	\$1.00	

NC

Neo Cards Continued



Waninoko



Chikolita



Magumarashi

Card Name	Type	Level	Character#	Price	Rating
□ Gomazou	(U)	Lv11	#231	\$1.00	●●●
□ Guranburu	(U)	Lv33	#210	\$1.00	●●●
□ Inomuu	(U)	Lv36	#221	\$1.00	●●●●
□ Kimawari	(U)	Lv36	#192	\$1.00	●●●●
□ Magmar	(U)	Lv37	#126	\$1.00	●●●●
□ Magumarashi	(U)	Lv35	#156	\$1.00	●●●●
□ Mirutank	(U)	Lv32	#241	\$1.00	●●●●
□ Mokoko	(U)	Lv26	#180	\$1.00	●●●●
□ Neitio	(U)	Lv45	#178	\$1.00	●●●●
□ Nuoo	(U)	Lv33	#195	\$1.00	●●●●
□ Ootachi	(U)	Lv27	#162	\$1.00	●●●●
□ Popokko	(U)	Lv28	#188	\$1.00	●●●●
□ Rantaan	(U)	Lv26	#171	\$1.00	●●●●
□ Redian	(U)	Lv32	#166	\$1.00	●●●●
□ Seadra	(U)	Lv36	#117	\$1.00	●●●●
□ Yorunozoku	(U)	Lv23	#164	\$1.00	●●●●
□ Buruu [Snubble]	(C)	Lv19	#209	\$0.50	●●●
□ Chikoriita	(C)	Lv12	#152	\$0.50	●●●
□ Chonchii	(C)	Lv12	#170	\$0.50	●●●●
□ Guraigaa	(C)	Lv31	#207	\$0.50	●●●●●
□ Hanekko	(C)	Lv21	#187	\$0.50	●●●●
□ Himanattsu	(C)	Lv16	#191	\$0.50	●●●●
□ Hinoarashi	(C)	Lv21	#155	\$0.50	●●●●
□ Hoohoo	(C)	Lv17	#163	\$0.50	●●●●
□ Horsea	(C)	Lv22	#116	\$0.50	●●●●
□ Itomaru	(C)	Lv15	#167	\$0.50	●●●●
□ Kirinriki	(C)	Lv30	#203	\$0.50	●●●●
□ Mantain	(C)	Lv31	#226	\$0.50	●●●●
□ Mariru [Marril]	(C)	Lv09	#183	\$0.50	●●●●
□ Meriipu	(C)	Lv12	#179	\$0.50	●●●●
□ Neiti	(C)	Lv10	#177	\$0.50	●●●●
□ Oddish	(C)	Lv07	#043	\$0.50	●●●●
□ Odoshishi	(C)	Lv29	#234	\$0.50	●●●●
□ Onix	(C)	Lv22	#095	\$0.50	●●●●
□ Otachi	(C)	Lv13	#161	\$0.50	●●●●
□ Pikachu	(C)	Lv15	#025	\$0.50	●●●●
□ Rediba	(C)	Lv19	#165	\$0.50	●●●●
□ Slowpoke	(C)	Lv20	#079	\$0.50	●●●●
□ Togepi	(C)	Lv14	#175	\$0.50	●●●●
□ Tsubotsubo	(C)	Lv32	#213	\$0.50	●●●●
□ Upaa	(C)	Lv18	#194	\$0.50	●●●●
□ Urimuu	(C)	Lv08	#220	\$0.50	●●●●
□ Usokki	(C)	Lv29	#185	\$0.50	●●●●
□ Waninoko	(C)	Lv20	#158	\$0.50	●●●●
□ Ecolo Gym	(R)	----	Trainer Card	\$2.00	●●●●●
□ Energy Charge	(R)	----	Trainer Card	\$2.00	●●●●
□ Kuruml	(R)	----	Trainer Card	\$2.00	●●●●
□ PokéGear	(R)	----	Trainer Card	\$2.00	●●●●
□ Spirit Headband	(R)	----	Trainer Card	\$2.00	●●●●
□ Super Energy Retrieval	(R)	----	Trainer Card	\$2.00	●●●●●
□ Time Capsule	(R)	----	Trainer Card	\$2.00	●●●●
□ Bellsprout Temple	(U)	----	Trainer Card	\$1.00	●●●●
□ Bill's Transport Machine	(U)	----	Trainer Card	\$1.00	●●●●
□ Card Turning Game	(U)	----	Trainer Card	\$1.00	●●●●
□ Golden Nut	(U)	----	Trainer Card	\$1.00	●●●●●
□ Miracle Nut	(U)	----	Trainer Card	\$1.00	●●●●
□ New Pokédex	(U)	----	Trainer Card	\$1.00	●●●●
□ Professor Utsugi	(U)	----	Trainer Card	\$1.00	●●●●●
□ Slot Game	(U)	----	Trainer Card	\$1.00	●●●

PoJo's Price Guide**Neo Cards
Continued**

Card Name	Type	Level	Character#	Price	Rating
☐ Super Scoop Up	(U)	-----	Trainer Card	\$1.00	●●●●
☐ Fishing Pole	(C)	-----	Trainer Card	\$0.50	●●●●
☐ Moomoo Milk	(C)	-----	Trainer Card	\$0.50	●●●●
☐ Nut	(C)	-----	Trainer Card	\$0.50	●●●●
☐ Pokémon March	(C)	-----	Trainer Card	\$0.50	●●●●
☐ Pokémon Swap	(C)	-----	Trainer Card	\$0.50	●●●●
☐ Steel Energy	(H)	-----	Energy Card	\$7.00	●●●●
☐ Evil Energy	(R)	-----	Energy Card	\$3.00	●●●●
☐ Recycle Energy	(R)	-----	Energy Card	\$3.00	●●●●

**Japanese Neo
Premium Cards**

Neo Premium Card File was released in Japan on December 10, 1999. This promotional product was a "sneak peek" of the seventh expansion series, Neo.

☐ Chikorita	(G)	Lv19	#152	\$0.50
☐ Beirifu	(G)	Lv33	#153	\$0.50
☐ Meganium (holo)	(G)	Lv54	#154	\$3.00
☐ Hinoarashi	(F)	Lv14	#155	\$0.50
☐ Magumarashi	(F)	Lv28	#156	\$0.50
☐ Bakufuun (holo)	(F)	Lv57	#157	\$3.00
☐ Wainoko	(W)	Lv13	#158	\$0.50
☐ Arigeitsu	(W)	Lv41	#159	\$0.50
☐ Oodariu (holo)	(W)	Lv69	#160	\$3.00

**CoroCoro
Comics Neo
Premium Cards**

Card Name	Type	Price
☐ Upa	2000 Issue #1	\$14.00
☐ Pi	2000 Issue #2	\$14.00

FOUR CARDS IN ALL

☐ Togepi	1999 Issue #6	\$98.00
☐ Marril	1999 Issue #7	\$86.00

**Pokémon
Card Trainers
Promo**

Card Name	Type	Level	Character#	Price
☐ Yamikarasu (Evil)		Lv22	#198	\$12.00
☐ Evil Energy (Energy)		--	--	\$8.00

CoroCoro is a comic magazine published monthly (along with another version Hyper CoroCoro issued quarterly) in Japan. These comic books have been the source of many Pocket Monster promo cards in the past, and beginning in 1999 they started publishing the first of the "Neo" Pocket Monsters cards. There are no rarity symbols on these cards (as they are all from a fixed set).

Two promo cards were included in a Dec. 1999 issue of *Pokémon Card Trainers Magazine*, a Japanese publication devoted to the Pokémon TCG. The cards have a striking black-metallic look and introduce a brand-new type of Pokémon.

**Tropical Island
& Rainbow Sets**

Approximate date initially released: July 1999

Available in fixed set, three-card promotional pack. Release timed with Pikachu's summer Vacation in Japan. No rarity symbols on these cards (they are fixed sets).

●●●●● A master card
●●●● Very useful
●●● Average
● Limited uses
● Keep in the shoebox

Card Name	Type	Level	Character#	Price
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Tropical Island "Jungle" Set - (Tropical Set #1)

☐ Vileplume (holographic)	(G)	Lv25	#045	\$8.00
☐ Lickitung	(C)	Lv25	#108	\$1.00
☐ Primeape	(F)	Lv26	#057	\$1.00

Tropical Island "Beach" Set - (Tropical Set #2)

☐ Slowking (holographic)	(P)	Lv36	#199	\$8.00
☐ Exeggutor	(G)	Lv27	#103	\$1.00
☐ Wartortle	(W)	Lv20	#008	\$1.00

Tropical Island "Sea" Set - (Tropical Set #3)

☐ Marril (holographic)	(W)	Lv10	----	\$11.00
☐ Tentacruel	(W)	Lv30	#073	\$1.00
☐ Lapras	(W)	Lv30	#131	\$1.00

Tropical Island "Sky" Set - (Rainbow Set #1)

☐ Mew (holographic)	(P)	Lv05	#151	\$11.00
☐ Pidgeot	(C)	Lv39	#018	\$1.00
☐ Onix	(F)	Lv40	#095	\$1.00

Tropical Island "Riverside" Set - (Rainbow Set #2)

☐ Togepi (holographic)	(C)	Lv10	----	\$11.00
☐ Ivysaur	(G)	Lv23	#002	\$1.00
☐ Raticate	(C)	Lv25	#020	\$1.00

Tropical Island "Field of Flowers" Set - (Rainbow Set #3)

☐ Rediba (holographic)	(C)	Lv12	----	\$9.00
☐ Jigglypuff	(G)	Lv10	#039	\$1.00
☐ Butterfree	(C)	Lv37	#012	\$1.00

Other Cards & Toys



Action Flipz

Approximate date initially released: June 1999

These 2-by-2-inch mini cards premiered in June 1999. They are a licensed Nintendo product made by Artbox. The complete set consists of one Rare Flipz card, four Special Flipz, 40 Action Flipz and 24 stickers. The common Action Flipz feature a Pokémon monster that transforms into its second evolution by tilting the card.

45 total Cards:
Lenticular Cards



Team Rocket



Ash & Pikachu

Name	Card #	Price
☐ #146 Moltres/#146 Moltres	R-1	\$9.00-14.00
☐ #25 Pikachu/#25 Pikachu	S-1	\$1.00-4.00
☐ Team Rocket/Ash & Friends	S-2	\$1.00-4.00
☐ #25 Pikachu/#26 Raichu	S-3	\$2.00-5.00
☐ Ash/Ash & #25 Pikachu	S-4	\$1.00-4.00
☐ #25 Pikachu/#26 Raichu	01	\$0.25-0.75
☐ #63 Abra/#64 Kadabra	02	\$0.25-0.75
☐ #35 Clefairy/#36 Clefable	03	\$0.25-0.75
☐ #69 Bellsprout/#70 Weepinbell	04	\$0.25-0.75
☐ #01 Bulbasaur/#02 Ivysaur	05	\$0.25-0.75
☐ #10 Caterpie/#11 Metapod	06	\$0.25-0.75
☐ #04 Charmander/#05 Charmeleon	07	\$0.25-0.75
☐ #104 Cubone/#105 Marowak	08	\$0.25-0.75
☐ #50 Diglett/#51 Dugtrio	09	\$0.25-0.75
☐ #96 Drowzee/#97 Hypno	10	\$0.25-0.75
☐ #23 Ekans/#24 Arbok	11	\$0.25-0.75
☐ #102 Exeggcute/#103 Exeggutor	12	\$0.25-0.75
☐ #133 Eevee/#136 Flareon	13	\$0.25-0.75
☐ #92 Gastly/#93 Haunter	14	\$0.25-0.75
☐ #74 Geodude/#75 Graveler	15	\$0.25-0.75
☐ #118 Goldeen/#119 Seaking	16	\$0.25-0.75
☐ #88 Grimer/#89 Muk	17	\$0.25-0.75
☐ #58 Growlithe/#59 Arcanine	18	\$0.25-0.75
☐ #106 Hitmonlee/#106 Hitmonlee	19	\$0.25-0.75
☐ #116 Horsea/#117 Seadra	20	\$0.25-0.75
☐ #39 Jigglypuff/#40 Wigglytuff	21	\$0.25-0.75
☐ #140 Kabuto/#141 Kabutops	22	\$0.25-0.75
☐ #109 Koffing/#110 Weezing	23	\$0.25-0.75
☐ #98 Krabby/#99 Kingler	24	\$0.25-0.75
☐ #66 Machop/#67 Machoke	25	\$0.25-0.75
☐ #81 Magnemite/#82 Magnetron	26	\$0.25-0.75
☐ #56 Mankey/#57 Primeape	27	\$0.25-0.75
☐ #52 Meowth/#53 Persian	28	\$0.25-0.75
☐ #133 Eevee/#135 Jolteon	29	\$0.25-0.75
☐ #32 Nidoran (M)/#33 Nidorino	30	\$0.25-0.75
☐ #29 Nidoran (F)/#30 Nidorina	31	\$0.25-0.75
☐ #43 Oddish/#44 Gloom	32	\$0.25-0.75
☐ #138 Omanyte/#139 Omastar	33	\$0.25-0.75
☐ #16 Pidgey/#17 Pidgeot	34	\$0.25-0.75
☐ #19 Rattata/#20 Raticate	35	\$0.25-0.75
☐ #27 Sandshrew/#28 Sandslash	36	\$0.25-0.75
☐ #21 Spearow/#22 Fearow	37	\$0.25-0.75
☐ #07 Squirtle/#08 Wartortle	38	\$0.25-0.75
☐ #100 Voltorb/#101 Electrode	39	\$0.25-0.75
☐ #13 Weedle/#14 Kakuna	40	\$0.25-0.75



Topps TV Animation Cards (Series 1)

Name	Card #	Regular Card	Foil Card
☐ Bulbasaur	1	\$0.10	\$0.75-1.50
☐ Ivysaur	2	\$0.10	\$0.75-1.50
☐ Venusaur	3	\$0.10	\$0.75-1.50
☐ Charmander	4	\$0.10	\$0.75-1.50
☐ Charmeleon	5	\$0.10	\$0.75-1.50
☐ Charizard	6	\$0.10	\$0.75-1.50
☐ Squirtle	7	\$0.10	\$0.75-1.50
☐ Wartortle	8	\$0.10	\$0.75-1.50

PoJo's Price Guide
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Topps TV
Animation Cards
(Series 1)
Continued

Approximate date initially released: August 1999

These cards hit the stores in late August 1999. Each package of cards contains seven trading cards and one foil card and Pokémon #'s 1-76. The 180-card set (90 regular and 90 foil) consists of pictures of Pokémon characters on the fronts and TV series-related related text on the backs.

180 total cards:
 76 Pokémon Cards, 13 TV Series Cards and 1 Checklist
 90 (non-Foil) • 90 (Foil)



Kakuna



Kakuna (back)

Name	Card #	Regular Card	Foil Card
☐ Blastoise	9	\$0.10	\$0.25-1.00
☐ Caterpie	10	\$0.10	\$0.25-1.00
☐ Metapod	11	\$0.10	\$0.25-1.00
☐ Butterfree	12	\$0.10	\$0.25-1.00
☐ Weedle	13	\$0.10	\$0.25-1.00
☐ Kakuna	14	\$0.10	\$0.25-1.00
☐ Beedrill	15	\$0.10	\$0.25-1.00
☐ Pidgey	16	\$0.10	\$0.25-1.00
☐ Pidgeotto	17	\$0.10	\$0.25-1.00
☐ Pidgeot	18	\$0.10	\$0.25-1.00
☐ Rattata	19	\$0.10	\$0.25-1.00
☐ Raticate	20	\$0.10	\$0.25-1.00
☐ Spearow	21	\$0.10	\$0.25-1.00
☐ Fearow	22	\$0.10	\$0.25-1.00
☐ Ekans	23	\$0.10	\$0.25-1.00
☐ Arbok	24	\$0.10	\$0.25-1.00
☐ Pikachu	25	\$0.10	\$0.25-1.00
☐ Raichu	26	\$0.10	\$0.25-1.00
☐ Sandshrew	27	\$0.10	\$0.25-1.00
☐ Sandslash	28	\$0.10	\$0.25-1.00
☐ Nidoran	29	\$0.10	\$0.25-1.00
☐ Nidorina	30	\$0.10	\$0.25-1.00
☐ Nidoqueen	31	\$0.10	\$0.25-1.00
☐ Nidoran (male)	32	\$0.10	\$0.25-1.00
☐ Nidorino (male)	33	\$0.10	\$0.25-1.00
☐ Nidoking	34	\$0.10	\$0.25-1.00
☐ Clefairy	35	\$0.10	\$0.25-1.00
☐ Clefable	36	\$0.10	\$0.25-1.00
☐ Vulpix	37	\$0.10	\$0.25-1.00
☐ Ninetails	38	\$0.10	\$0.25-1.00
☐ Jigglypuff	39	\$0.10	\$0.25-1.00
☐ Wigglytuff	40	\$0.10	\$0.25-1.00
☐ Zubat	41	\$0.10	\$0.25-1.00
☐ Golbat	42	\$0.10	\$0.25-1.00
☐ Oddish	43	\$0.10	\$0.25-1.00
☐ Gloom	44	\$0.10	\$0.25-1.00
☐ Vileplume	45	\$0.10	\$0.25-1.00
☐ Paras	46	\$0.10	\$0.25-1.00
☐ Parasect	47	\$0.10	\$0.25-1.00
☐ Venonnet	48	\$0.10	\$0.25-1.00
☐ Venomoth	49	\$0.10	\$0.25-1.00
☐ Diglett	50	\$0.10	\$0.25-1.00
☐ Dugtrio	51	\$0.10	\$0.25-1.00
☐ Meowth	52	\$0.10	\$0.25-1.00
☐ Persian	53	\$0.10	\$0.25-1.00
☐ Psyduck	54	\$0.10	\$0.25-1.00
☐ Golduck	55	\$0.10	\$0.25-1.00
☐ Mankey	56	\$0.10	\$0.25-1.00
☐ Primeape	57	\$0.10	\$0.25-1.00
☐ Growlithe	58	\$0.10	\$0.25-1.00
☐ Arcanine	59	\$0.10	\$0.25-1.00
☐ Poliwhag	60	\$0.10	\$0.25-1.00
☐ Poliwhirl	61	\$0.10	\$0.25-1.00
☐ Poliwrath	62	\$0.10	\$0.25-1.00
☐ Abra	63	\$0.10	\$0.25-1.00
☐ Kadabra	64	\$0.10	\$0.25-1.00
☐ Alakazam	65	\$0.10	\$0.25-1.00
☐ Machop	66	\$0.10	\$0.25-1.00
☐ Machoke	67	\$0.10	\$0.25-1.00
☐ Machamp	68	\$0.10	\$0.25-1.00

TOPPS 1 **Topps TV Animation Cards (Series 1)** **Continued**



Golem

Name	Card #	Regular Card	Foil Card
☐ Bellsprout	69	\$0.10	\$0.25-1.00
☐ Weepinbell	70	\$0.10	\$0.25-1.00
☐ Victreebel	71	\$0.10	\$0.25-1.00
☐ Tentacool	72	\$0.10	\$0.25-1.00
☐ Tantaruel	73	\$0.10	\$0.25-1.00
☐ Geodude	74	\$0.10	\$0.25-1.00
☐ Graveler	75	\$0.10	\$0.25-1.00
☐ Golem	76	\$0.10	\$0.25-1.00
☐ TV1 Ash Ketchum	----	\$0.10	\$0.25-1.00
☐ TV2 #25 Pikachu	----	\$0.10	\$0.25-1.00
☐ TV3 Misty	----	\$0.10	\$0.25-1.00
☐ TV4 Brock	----	\$0.10	\$0.25-1.00
☐ TV5 #120 Staryu	----	\$0.10	\$0.25-1.00
☐ TV6 #74 Geodude	----	\$0.10	\$0.25-1.00
☐ TV7 Professor Oak	----	\$0.10	\$0.25-1.00
☐ TV8 Gary Oak	----	\$0.10	\$0.25-1.00
☐ TV9 Jesse	----	\$0.10	\$0.25-1.00
☐ TV10 James	----	\$0.10	\$0.25-1.00
☐ TV11 #52 Meowth	----	\$0.10	\$0.25-1.00
☐ TV12 #23 Ekans/#24 Arbok	----	\$0.10	\$0.25-1.00
☐ TV13 #109 Koffing/#110 Weezing	----	\$0.10	\$0.25-1.00

TOPPS 2

Topps TV Animation Cards (Series 2)

Approximate date initially released: February 2000

Continuing Series 1, Series 2 starts with Pokémon #77 Ponyta and ends with #117 Seadra. Each package of cards contains seven trading cards and one foil card. The 144-card set (72 regular and 72 foil) consists of pictures of Pokémon characters on the fronts and TV series-related text on the backs. The series also contains three levels of randomly inserted cards:

- Diecut Embossed (EV) — Inserted 1:12 packs
- Clear Cards (PC) — inserted 1:9 packs
- Animation Stick-on — Inserted 1:6 packs (Backs form 9-card puzzle)

144 total cards:
41 Pokémon, 25 Episode Guide cards, 5 Heroes & Villains cards and 1 checklist

☐ Ponyta	77	\$0.10	\$0.10-1.25
☐ Rapidash	78	\$0.10	\$0.10-1.25
☐ Slowpoke	79	\$0.10	\$0.10-1.25
☐ Slowbro	80	\$0.10	\$0.10-1.25
☐ Magnemite	81	\$0.10	\$0.10-1.25
☐ Magnetron	82	\$0.10	\$0.10-1.25
☐ Farfetch'd	83	\$0.10	\$0.10-1.25
☐ Doduo	84	\$0.10	\$0.10-1.25
☐ Dodrio	85	\$0.10	\$0.10-1.25
☐ Seel	86	\$0.10	\$0.10-1.25
☐ Dewgong	87	\$0.10	\$0.10-1.25
☐ Grimer	88	\$0.10	\$0.10-1.25
☐ Muk	89	\$0.10	\$0.10-1.25
☐ Shellder	90	\$0.10	\$0.10-1.25
☐ Cloyster	91	\$0.10	\$0.10-1.25
☐ Gastly	92	\$0.10	\$0.10-1.25
☐ Haunter	93	\$0.10	\$0.10-1.25
☐ Gengar	94	\$0.10	\$0.10-1.25
☐ Onix	95	\$0.10	\$0.10-1.25
☐ Drowzee	96	\$0.10	\$0.10-1.25
☐ Hypno	97	\$0.10	\$0.10-1.25
☐ Krabby	98	\$0.10	\$0.10-1.25
☐ Kingler	99	\$0.10	\$0.10-1.25
☐ Voltorb	100	\$0.10	\$0.10-1.25
☐ Electrode	101	\$0.10	\$0.10-1.25
☐ Exeggcutie	102	\$0.10	\$0.10-1.25
☐ Exeggutor	103	\$0.10	\$0.10-1.25
☐ Cubone	104	\$0.10	\$0.10-1.25
☐ Marowak	105	\$0.10	\$0.10-1.25
☐ Hitmonlee	106	\$0.10	\$0.10-1.25
☐ Hitmonchan	107	\$0.10	\$0.10-1.25
☐ Lickitung	108	\$0.10	\$0.10-1.25
☐ Koffing	109	\$0.10	\$0.10-1.25
☐ Weezing	110	\$0.10	\$0.10-1.25
☐ Rhyhorn	111	\$0.10	\$0.10-1.25
☐ Rhydon	112	\$0.10	\$0.10-1.25
☐ Chansey	113	\$0.10	\$0.10-1.25
☐ Tangela	114	\$0.10	\$0.10-1.25

PoJo's Price Guide
TOPPS 2
Topps TV Animation Cards (Series 2)
Continued
**Exeggutor****Exeggutor (back)****Pokémon Emergency****Electric Shock Showdown**

Name	Card #	Regular Card	Foil Card
□ Kangaskhan	115	\$0.10	\$0.10-1.25
□ Horsea	116	\$0.10	\$0.10-1.25
□ Seadra	117	\$0.10	\$0.10-1.25
□ HV1 Ash	----	\$0.10	\$0.10-1.25
□ HV2 Jesse	----	\$0.10	\$0.10-1.25
□ HV3 Todd the Photographer	----	\$0.10	\$0.10-1.25
□ HV4 James	----	\$0.10	\$0.10-1.25
□ HV5 Cassidy	----	\$0.10	\$0.10-1.25
□ EP1 Pokémon—I Choose You	----	\$0.10	\$0.10-1.25
□ EP2 Pokémon Emergency	----	\$0.10	\$0.10-1.25
□ FP3 Ash Catches a Pokémon	----	\$0.10	\$0.10-1.25
□ EP4 Challenge of the Samurai	----	\$0.10	\$0.10-1.25
□ EP5 Showdown in Pewter City	----	\$0.10	\$0.10-1.25
□ EP6 Clefairy and the Moon Stone	----	\$0.10	\$0.10-1.25
□ EP7 The Water Flowers of Cerulean City	----	\$0.10	\$0.10-1.25
□ EP8 The Path to the Pokémon League	----	\$0.10	\$0.10-1.25
□ EP9 The School of Hard Knocks	----	\$0.10	\$0.10-1.25
□ EP10 Bulbasaur and the Hidden Village	----	\$0.10	\$0.10-1.25
□ EP11 Charmander—The Stray Pokémon	----	\$0.10	\$0.10-1.25
□ EP12 Here comes the Squirtle Squad	----	\$0.10	\$0.10-1.25
□ EP13 Mystery at the Lighthouse	----	\$0.10	\$0.10-1.25
□ EP14 Electric Shock Showdown	----	\$0.10	\$0.10-1.25
□ EP15 Battle Aboard the St. Anne	----	\$0.10	\$0.10-1.25
□ EP16 Pokémon Shipwreck	----	\$0.10	\$0.10-1.25
□ EP17 Island of the Giant Pokémon	----	\$0.10	\$0.10-1.25
□ EP18 Tentacool and Tentacruel	----	\$0.10	\$0.10-1.25
□ EP19 The Ghost of Maiden Peak	----	\$0.10	\$0.10-1.25
□ EP20 Bye, Bye Butterfree	----	\$0.10	\$0.10-1.25
□ EP21 Abra and the Psychic Showdown	----	\$0.10	\$0.10-1.25
□ EP22 The Tower of Terror	----	\$0.10	\$0.10-1.25
□ EP23 Haunter vs. Kadabra	----	\$0.10	\$0.10-1.25
□ EP24 Primeape Goes Bananas	----	\$0.10	\$0.10-1.25
□ EP25 Pokémon Scent-Sation	----	\$0.10	\$0.10-1.25
□ Checklist	----	\$0.10	\$0.10-1.25
□ EV1 #10 Caterpie (Die-Cut, Embossed)	----	----	\$2.00-5.00
□ EV2 #11 Metapod (Die-Cut, Embossed)	----	----	\$2.00-5.00
□ EV3 #12 Butterfree (Die-Cut, Embossed)	----	----	\$2.00-5.00
□ EV4 #43 Oddish (Die-Cut, Embossed)	----	----	\$2.00-5.00
□ EV5 #44 Gloom (Die-Cut, Embossed)	----	----	\$2.00-5.00
□ EV6 #45 Vileplume (Die-Cut, Embossed)	----	----	\$2.00-5.00
□ EV7 #63 Abra (Die-Cut, Embossed)	----	----	\$2.00-5.00
□ EV8 #64 Kadabra (Die-Cut, Embossed)	----	----	\$2.00-5.00
□ EV9 #65 Alakazam (Die-Cut, Embossed)	----	----	\$2.00-5.00
□ EV10 #16 Pidgey (Die-Cut, Embossed)	----	----	\$2.00-5.00
□ EV11 #17 Pidgeotto (Die-Cut, Embossed)	----	----	\$2.00-5.00
□ EV12 #18 Pidgeot (Die-Cut, Embossed)	----	----	\$2.00-5.00
□ PC1 #25 Pikachu (Clear Cards)	----	----	\$3.00-8.00
□ PC2 #01 Bulbasaur (Clear Cards)	----	----	\$3.00-8.00
□ PC3 #06 Charizard (Clear Cards)	----	----	\$3.00-8.00
□ PC4 #07 Squirtle (Clear Cards)	----	----	\$3.00-8.00
□ PC5 #150 Mewtwo (Clear Cards)	----	----	\$3.00-8.00
□ 1 #19 Rattata (Puzzle Stick-On Cards)	----	----	\$1.00-3.00
□ 2 #39 Jigglypuff (Puzzle Stick-On Cards)	----	----	\$1.00-3.00
□ 3 #74 Geodude (Puzzle Stick-On Cards)	----	----	\$1.00-3.00
□ 4 #25 Pikachu (Puzzle Stick-On Cards)	----	----	\$1.00-3.00
□ 5 #24 Arbok (Puzzle Stick-On Cards)	----	----	\$1.00-3.00
□ 6 #132 Ditto (Puzzle Stick-On Cards)	----	----	\$1.00-3.00
□ 7 #34 Nidoking (Puzzle Stick-On Cards)	----	----	\$1.00-3.00
□ 8 #61 Poliwhirl (Puzzle Stick-On Cards)	----	----	\$1.00-3.00
□ 9 #08 Wartortle (Puzzle Stick-On Cards)	----	----	\$1.00-3.00
□ 10 #04 Charmander (Puzzle Stick-On Cards)	----	----	\$1.00-3.00



Topps Movie Cards

Approximate date initially released: November 1999

These movie animation *Mewtwo Strikes Back* and *Pikachu's Vacation* cards hit stores in November 1999 with the release of *Pokémon: The First Movie*. Each package contains seven trading cards and one foil card. Each card features a scene from the movie.

•Diecut Embossed (EV) — inserted 1:12 packs

•Sticker Cards — inserted 1:2 packs (Backs form 9-card puzzle)

144 total cards:

41 *Mewtwo Strikes Back*, 18 *Pikachu's Vacation*, 12 Evolution Cards, 1 checklist
72 (non-Foil) • 72 (Foil)



Battle Before Lunch



The Temple of Mewtwo

Name	Card #	Regular Card	Foil Card
☐ Legends	1	\$0.10-0.50	\$1.00-2.00
☐ Awakenings	2	\$0.10-0.50	\$1.00-2.00
☐ Consciousness & Congratulations	3	\$0.10-0.50	\$1.00-2.00
☐ Leaving the Nest	4	\$0.10-0.50	\$1.00-2.00
☐ The Proposition	5	\$0.10-0.50	\$1.00-2.00
☐ Mechanical Mewtwo	6	\$0.10-0.50	\$1.00-2.00
☐ Trying out the New Toy	7	\$0.10-0.50	\$1.00-2.00
☐ Rebellion	8	\$0.10-0.50	\$1.00-2.00
☐ Ash and Company	9	\$0.10-0.50	\$1.00-2.00
☐ Battle Before Lunch	10	\$0.10-0.50	\$1.00-2.00
☐ Donfan	11	\$0.10-0.50	\$1.00-2.00
☐ The Nefarious Team Rocket	12	\$0.10-0.50	\$1.00-2.00
☐ The Invitation	13	\$0.10-0.50	\$1.00-2.00
☐ Marina in Chaos	14	\$0.10-0.50	\$1.00-2.00
☐ The Tempest — a Bad Omen	15	\$0.10-0.50	\$1.00-2.00
☐ A Call to Arms	16	\$0.10-0.50	\$1.00-2.00
☐ Underwater Adventure	17	\$0.10-0.50	\$1.00-2.00
☐ The Temple of Mewtwo	18	\$0.10-0.50	\$1.00-2.00
☐ The Stairwell	19	\$0.10-0.50	\$1.00-2.00
☐ The Best of the Best	20	\$0.10-0.50	\$1.00-2.00
☐ Introductions	21	\$0.10-0.50	\$1.00-2.00
☐ The Trainer's Failure	22	\$0.10-0.50	\$1.00-2.00
☐ Meowth Times Two	23	\$0.10-0.50	\$1.00-2.00
☐ The Story of Mewtwo	24	\$0.10-0.50	\$1.00-2.00
☐ The Battle of the Champs	25	\$0.10-0.50	\$1.00-2.00
☐ Round One Equals Defeat	26	\$0.10-0.50	\$1.00-2.00
☐ Stealing Pokémon	27	\$0.10-0.50	\$1.00-2.00
☐ The Chase for Pikachu	28	\$0.10-0.50	\$1.00-2.00
☐ Clones!!!	29	\$0.10-0.50	\$1.00-2.00
☐ Rescuing Pikachu	30	\$0.10-0.50	\$1.00-2.00
☐ Reunited	31	\$0.10-0.50	\$1.00-2.00
☐ The Battle Renewed	32	\$0.10-0.50	\$1.00-2.00
☐ Psychic Showdown	33	\$0.10-0.50	\$1.00-2.00
☐ The Ultimate Match	34	\$0.10-0.50	\$1.00-2.00
☐ The Fight Rages	35	\$0.10-0.50	\$1.00-2.00
☐ Ash's Sacrifice	36	\$0.10-0.50	\$1.00-2.00
☐ The Tears of Pokémon	37	\$0.10-0.50	\$1.00-2.00
☐ The Rebirth of Ash	38	\$0.10-0.50	\$1.00-2.00
☐ Farewell	39	\$0.10-0.50	\$1.00-2.00
☐ Like it Never Happened	40	\$0.10-0.50	\$1.00-2.00
☐ The Future Looks Bright	41	\$0.10-0.50	\$1.00-2.00
☐ Pikachu's Vacation	42	\$0.10-0.50	\$1.00-2.00
☐ Don't Cry, Togepi!	43	\$0.10-0.50	\$1.00-2.00
☐ Looks Like Trouble...	44	\$0.10-0.50	\$1.00-2.00
☐ Togepi in Trouble	45	\$0.10-0.50	\$1.00-2.00
☐ Peacemaker Pikachu	46	\$0.10-0.50	\$1.00-2.00
☐ The Water Race is On!	47	\$0.10-0.50	\$1.00-2.00
☐ Racing Cheek to Cheek	48	\$0.10-0.50	\$1.00-2.00
☐ Rest and Relaxation at Last	49	\$0.10-0.50	\$1.00-2.00
☐ The "Tail" End of the Race	50	\$0.10-0.50	\$1.00-2.00
☐ Trapped Charizard	51	\$0.10-0.50	\$1.00-2.00
☐ Everyone...Pull!!!	52	\$0.10-0.50	\$1.00-2.00
☐ C'mon, We Need Help	53	\$0.10-0.50	\$1.00-2.00
☐ Teamwork	54	\$0.10-0.50	\$1.00-2.00
☐ Success	55	\$0.10-0.50	\$1.00-2.00
☐ Better than Ever	56	\$0.10-0.50	\$1.00-2.00
☐ Playtime	57	\$0.10-0.50	\$1.00-2.00
☐ A Great Day	58	\$0.10-0.50	\$1.00-2.00
☐ New Friends and Farewells	59	\$0.10-0.50	\$1.00-2.00

PoJo's Price Guide
**Topps Movie
Cards**
Continued


Underwater Adventure

Name	Card #	Regular Card	Foil Card
□ E1 #01 Bulbasaur	----	\$0.10-0.50	\$1.00-2.00
□ E2 #02 Ivysaur	----	\$0.10-0.50	\$1.00-2.00
□ E3 #03 Venusaur	----	\$0.10-0.50	\$1.00-2.00
□ E4 #04 Charmander	----	\$0.10-0.50	\$1.00-2.00
□ E5 #05 Charmeleon	----	\$0.10-0.50	\$1.00-2.00
□ E6 #06 Charizard	----	\$0.10-0.50	\$1.00-2.00
□ E7 #07 Squirtle	----	\$0.10-0.50	\$1.00-2.00
□ E8 #08 Wartortle	----	\$0.10-0.50	\$1.00-2.00
□ E9 #09 Blastoise	----	\$0.10-0.50	\$1.00-2.00
□ E10 #147 Dratini	----	\$0.10-0.50	\$1.00-2.00
□ E11 #148 Dragonair	----	\$0.10-0.50	\$1.00-2.00
□ E12 #149 Dragonite	----	----	\$1.00-2.00
□ 1 #01 Bulbasaur (Die-Cut, Embossed)	----	----	\$4.00-9.00
□ 2 #02 Ivysaur (Die-Cut, Embossed)	----	----	\$4.00-9.00
□ 3 #03 Venusaur (Die-Cut, Embossed)	----	----	\$4.00-9.00
□ 4 #04 Charmander (Die-Cut, Embossed)	----	----	\$4.00-9.00
□ 5 #05 Charmeleon (Die-Cut, Embossed)	----	----	\$4.00-9.00
□ 6 #06 Charizard (Die-Cut, Embossed)	----	----	\$4.00-9.00
□ 7 #07 Squirtle (Die-Cut, Embossed)	----	----	\$4.00-9.00
□ 8 #08 Wartortle (Die-Cut, Embossed)	----	----	\$4.00-9.00
□ 9 #09 Blastoise (Die-Cut, Embossed)	----	----	\$4.00-9.00
□ 10 #147 Dratini (Die-Cut, Embossed)	----	----	\$4.00-9.00
□ 11 #148 Dragonair (Die-Cut, Embossed)	----	----	\$4.00-9.00
□ 12 #149 Dragonite (Die-Cut, Embossed)	----	----	\$4.00-9.00

**TOPPS
3**
**Topps TV
Animation Cards**
(Series 3)

Approximate date initially
released: April 2000

These cards hit the stores in April 2000 and is a continuation of Series 1 & 2. Each package of cards contains seven trading cards and one foil card. The 144-card set (72 regular and 72 foil) consists of pictures of Pokémon characters on the fronts and TV series-related text on the backs.

- Pop-up Cards — inserted 1:6 packs
- Clear Cards — inserted 1:9 packs
- Diecut Embossed — inserted 1:12 packs

144 total cards:
32 Pokémon Cards, 12 Heroes
and Villains Cards, 19 Orange
Islands Episode Guide Cards,
6 Double-sided Puzzle Cards
and 1 Checklist

72 (non-Foil) • 72 (Foil)

□ Goldeen	118	\$0.25-0.75	\$1.00-2.00
□ Seaking	119	\$0.25-0.75	\$1.00-2.00
□ Staryu	120	\$0.25-0.75	\$1.00-2.00
□ Starmie	121	\$0.25-0.75	\$1.00-2.00
□ Mr. Mime	122	\$0.25-0.75	\$1.00-2.00
□ Scyther	123	\$0.25-0.75	\$1.00-2.00
□ Jynx	124	\$0.25-0.75	\$1.00-2.00
□ Electabuzz	125	\$0.25-0.75	\$1.00-2.00
□ Magmar	126	\$0.25-0.75	\$1.00-2.00
□ Pinsir	127	\$0.25-0.75	\$1.00-2.00
□ Tauros	128	\$0.25-0.75	\$1.00-2.00
□ Magikarp	129	\$0.25-0.75	\$1.00-2.00
□ Gyarados	130	\$0.25-0.75	\$1.00-2.00
□ Lapras	131	\$0.25-0.75	\$1.00-2.00
□ Ditto	132	\$0.25-0.75	\$1.00-2.00
□ Eevee	133	\$0.25-0.75	\$1.00-2.00
□ Vaporeon	134	\$0.25-0.75	\$1.00-2.00
□ Jolteon	135	\$0.25-0.75	\$1.00-2.00
□ Flareon	136	\$0.25-0.75	\$1.00-2.00
□ Porygon	137	\$0.25-0.75	\$1.00-2.00
□ Omanyte	138	\$0.25-0.75	\$1.00-2.00
□ Omastar	139	\$0.25-0.75	\$1.00-2.00
□ Kabuto	140	\$0.25-0.75	\$1.00-2.00
□ Kabutops	141	\$0.25-0.75	\$1.00-2.00
□ Aerodactyl	142	\$0.25-0.75	\$1.00-2.00
□ Snorlax	143	\$0.25-0.75	\$1.00-2.00
□ Articuno	144	\$0.25-0.75	\$1.00-2.00
□ Zapdos	145	\$0.25-0.75	\$1.00-2.00
□ Moltres	146	\$0.25-0.75	\$1.00-2.00
□ Dratini	147	\$0.25-0.75	\$1.00-2.00
□ Dragonair	148	\$0.25-0.75	\$1.00-2.00
□ Dragonite	149	\$0.25-0.75	\$1.00-2.00
□ Mewtwo	150	\$0.25-0.75	\$1.00-2.00

TOPPS
3

**Topps TV
Animation Cards
(Series 3)
Continued**



Misty Pop-Up Card



#132 Ditto



#52 Meowth

Name	Card #	Regular Card	Foil Card
☐ Mew	151	\$0.10-0.50	\$1.00-2.00
☐ HV6 #25 Pikachu	----	\$0.10-0.50	\$1.00-2.00
☐ HV7 Misty	----	\$0.10-0.50	\$1.00-2.00
☐ HV8 Brock	----	\$0.10-0.50	\$1.00-2.00
☐ HV9 #52 Meowth	----	\$0.10-0.50	\$1.00-2.00
☐ HV10 Butch	----	\$0.10-0.50	\$1.00-2.00
☐ HV11 Tracey Sketchit	----	\$0.10-0.50	\$1.00-2.00
☐ HV12 Professor Oak	----	\$0.10-0.50	\$1.00-2.00
☐ HV11 #131 Lapras	----	\$0.10-0.50	\$1.00-2.00
☐ HV14 #143 Snorlax	----	\$0.10-0.50	\$1.00-2.00
☐ HV15 Marril	----	\$0.10-0.50	\$1.00-2.00
☐ HV16 Nurse Joy	----	\$0.10-0.50	\$1.00-2.00
☐ HV17 Officer Jenny	----	\$0.10-0.50	\$1.00-2.00
☐ OR1 The Lost Lapras	----	\$0.10-0.50	\$1.00-2.00
☐ OR2 Fit To Be Tied	----	\$0.10-0.50	\$1.00-2.00
☐ OR3 Pikachu Re-Volts	----	\$0.10-0.50	\$1.00-2.00
☐ OR4 The Crystal Onix	----	\$0.10-0.50	\$1.00-2.00
☐ OR5 In the Pink	----	\$0.10-0.50	\$1.00-2.00
☐ OR6 Shell Shock!	----	\$0.10-0.50	\$1.00-2.00
☐ OR7 Stage Fight!	----	\$0.10-0.50	\$1.00-2.00
☐ OR8 Bye Bye Psyduck	----	\$0.10-0.50	\$1.00-2.00
☐ OR9 The Joy of Pokémon	----	\$0.10-0.50	\$1.00-2.00
☐ OR10 Navel Maneuvers	----	\$0.10-0.50	\$1.00-2.00
☐ OR11 Snack Attack	----	\$0.10-0.50	\$1.00-2.00
☐ OR12 A Shipful of Shivers	----	\$0.10-0.50	\$1.00-2.00
☐ OR13 Meowth Rules!	----	\$0.10-0.50	\$1.00-2.00
☐ OR14 Tracey Gets Bugged	----	\$0.10-0.50	\$1.00-2.00
☐ OR15 A Way Off Day Off	----	\$0.10-0.50	\$1.00-2.00
☐ OR16 The Mandarin Island Miss Match	----	\$0.10-0.50	\$1.00-2.00
☐ OR17 Wherefore Art Thou, Pokémon?	----	\$0.10-0.50	\$1.00-2.00
☐ OR18 Git Along, Little Pokémon	----	\$0.10-0.50	\$1.00-2.00
☐ OR19 The Mystery Menace	----	\$0.10-0.50	\$1.00-2.00
☐ 1 OF 10 Ash (Pop-Up Card)	----	----	\$1.00-2.00
☐ 2 OF 10 #25 Pikachu (Pop-Up Card)	----	----	\$1.00-2.00
☐ 3 OF 10 Tracey (Pop-Up Card)	----	----	\$1.00-2.00
☐ 4 OF 10 Misty (Pop-Up Card)	----	----	\$1.00-2.00
☐ 5 OF 10 Team Rocket (Pop-Up Card)	----	----	\$1.00-2.00
☐ 6 OF 10 Marril (Pop-Up Card)	----	----	\$1.00-2.00
☐ 7 OF 10 #54 Psyduck (Pop-Up Card)	----	----	\$1.00-2.00
☐ 8 OF 10 #01 Bulbasaur (Pop-Up Card)	----	----	\$1.00-2.00
☐ 9 OF 10 #04 Charizard (Pop-Up Card)	----	----	\$1.00-2.00
☐ 10 OF 10 #07 Squirtle (Pop-Up Card)	----	----	\$1.00-2.00
☐ PC6 #48 Venonat (Clear Cards)	----	----	\$3.00-8.00
☐ PC7 #151 Mew (Clear Cards)	----	----	\$3.00-8.00
☐ PC8 #153 Togepi (Clear Cards)	----	----	\$3.00-8.00
☐ PC9 #123 Scyther (Clear Cards)	----	----	\$3.00-8.00
☐ PC10 #131 Lapras (Clear Cards)	----	----	\$3.00-8.00
☐ EVO1 #13 Weedle (Die-Cut, Embossed)	----	----	\$3.00-6.00
☐ EVO2 #14 Kakuna (Die-Cut, Embossed)	----	----	\$3.00-6.00
☐ EVO3 #15 Beedrill (Die-Cut, Embossed)	----	----	\$3.00-6.00
☐ EVO4 #92 Gastly (Die-Cut, Embossed)	----	----	\$3.00-6.00
☐ EVO5 #93 Haunter (Die-Cut, Embossed)	----	----	\$3.00-6.00
☐ EVO6 #94 Gengar (Die-Cut, Embossed)	----	----	\$3.00-6.00
☐ EVO7 #29 Nidoran (F) (Die-Cut, Embossed)	----	----	\$3.00-6.00
☐ EVO8 #30 Nidorina (Die-Cut, Embossed)	----	----	\$3.00-6.00
☐ EVO9 #31 Nidoqueen (Die-Cut, Embossed)	----	----	\$3.00-6.00
☐ EVO10 #66 Machop (Die-Cut, Embossed)	----	----	\$3.00-6.00
☐ EVO11 #67 Machoke (Die-Cut, Embossed)	----	----	\$3.00-6.00
☐ EVO12 #68 Machop (Die-Cut, Embossed)	----	----	\$3.00-6.00

PoJo's Price Guide**BK
CARDS****Burger King
Pokémon Cards**Approximate date initially
released: November 1999

These "cut" cards hit Burger King in November 1999 with the release of *Pokémon: The First Movie*. Each Kids Meal included a Poké Ball with a toy and a Pokémon trivia card inside.

151 total cards:



Back of Cards



Butterfree



Back of Cards

Name	Card #	Price	Name	Card #	Price
□ Bulbasaur	01	\$0.10-0.50	□ Poliwhirl	61	\$0.10-0.50
□ Ivysaur	02	\$0.10-0.50	□ Poliwrath	62	\$0.10-0.50
□ Venusaur	03	\$0.10-0.50	□ Abra	63	\$0.10-0.50
□ Charmander	04	\$0.10-0.50	□ Kadabra	64	\$0.10-0.50
□ Charmeleon	05	\$0.10-0.50	□ Alakazam	65	\$0.10-0.50
□ Charizard	06	\$0.10-0.50	□ Machop	66	\$0.10-0.50
□ Squirtle	07	\$0.10-0.50	□ Machoke	67	\$0.10-0.50
□ Wartortle	08	\$0.10-0.50	□ Machop	68	\$0.10-0.50
□ Blastoise	09	\$0.10-0.50	□ Bellsprout	69	\$0.10-0.50
□ Caterpie	10	\$0.10-0.50	□ Weepinbell	70	\$0.10-0.50
□ Metapod	11	\$0.10-0.50	□ Victreebel	71	\$0.10-0.50
□ Butterfree	12	\$0.10-0.50	□ Tentacool	72	\$0.10-0.50
□ Weedle	13	\$0.10-0.50	□ Tentacruel	73	\$0.10-0.50
□ Kakuna	14	\$0.10-0.50	□ Geodude	74	\$0.10-0.50
□ Beedrill	15	\$0.10-0.50	□ Graveler	75	\$0.10-0.50
□ Pidgey	16	\$0.10-0.50	□ Golem	76	\$0.10-0.50
□ Pidgeotto	17	\$0.10-0.50	□ Ponyta	77	\$0.10-0.50
□ Pidgeot	18	\$0.10-0.50	□ Rapidash	78	\$0.10-0.50
□ Rattata	19	\$0.10-0.50	□ Slowpoke	79	\$0.10-0.50
□ Raticate	20	\$0.10-0.50	□ Slowbro	80	\$0.10-0.50
□ Spearow	21	\$0.10-0.50	□ Magnemite	81	\$0.10-0.50
□ Fearow	22	\$0.10-0.50	□ Magnetron	82	\$0.10-0.50
□ Ekans	23	\$0.10-0.50	□ Farfetch'd	83	\$0.10-0.50
□ Arbok	24	\$0.10-0.50	□ Doduo	84	\$0.10-0.50
□ Pikachu	25	\$0.10-0.50	□ Dodrio	85	\$0.10-0.50
□ Raichu	26	\$0.10-0.50	□ Seel	86	\$0.10-0.50
□ Sandshrew	27	\$0.10-0.50	□ Dewgong	87	\$0.10-0.50
□ Sandslash	28	\$0.10-0.50	□ Grimer	88	\$0.10-0.50
□ Nidoran (F)	29	\$0.10-0.50	□ Muk	89	\$0.10-0.50
□ Nidorina	30	\$0.10-0.50	□ Shellder	90	\$0.10-0.50
□ Nidoqueen	31	\$0.10-0.50	□ Cloyster	91	\$0.10-0.50
□ Nidoran (M)	32	\$0.10-0.50	□ Gastly	92	\$0.10-0.50
□ Nidorino	33	\$0.10-0.50	□ Haunter	93	\$0.10-0.50
□ Nidoking	34	\$0.10-0.50	□ Gengar	94	\$0.10-0.50
□ Clefairy	35	\$0.10-0.50	□ Onix	95	\$0.10-0.50
□ Clefable	36	\$0.10-0.50	□ Drowzee	96	\$0.10-0.50
□ Vulpix	37	\$0.10-0.50	□ Hypno	97	\$0.10-0.50
□ Ninetales	38	\$0.10-0.50	□ Krabby	98	\$0.10-0.50
□ Jigglypuff	39	\$0.10-0.50	□ Kingler	99	\$0.10-0.50
□ Wigglytuff	40	\$0.10-0.50	□ Voltorb	100	\$0.10-0.50
□ Zubat	41	\$0.10-0.50	□ Electrode	101	\$0.10-0.50
□ Golbat	42	\$0.10-0.50	□ Exeggcutie	102	\$0.10-0.50
□ Oddish	43	\$0.10-0.50	□ Exeggutor	103	\$0.10-0.50
□ Gloom	44	\$0.10-0.50	□ Cubone	104	\$0.10-0.50
□ Vileplume	45	\$0.10-0.50	□ Marowak	105	\$0.10-0.50
□ Paras	46	\$0.10-0.50	□ Hitmonlee	106	\$0.10-0.50
□ Parasect	47	\$0.10-0.50	□ Hitmonchan	107	\$0.10-0.50
□ Venonat	48	\$0.10-0.50	□ Lickitung	108	\$0.10-0.50
□ Venomoth	49	\$0.10-0.50	□ Koffing	109	\$0.10-0.50
□ Diglett	50	\$0.10-0.50	□ Weezing	110	\$0.10-0.50
□ Dugtrio	51	\$0.10-0.50	□ Rhyhorn	111	\$0.10-0.50
□ Meowth	52	\$0.10-0.50	□ Rhydon	112	\$0.10-0.50
□ Persian	53	\$0.10-0.50	□ Chansey	113	\$0.10-0.50
□ Psyduck	54	\$0.10-0.50	□ Tangela	114	\$0.10-0.50
□ Golduck	55	\$0.10-0.50	□ Kangaskhan	115	\$0.10-0.50
□ Primeape	57	\$0.10-0.50	□ Horsea	116	\$0.10-0.50
□ Growlithe	58	\$0.10-0.50	□ Seadra	117	\$0.10-0.50
□ Arcanine	59	\$0.10-0.50	□ Goldeen	118	\$0.10-0.50
□ Poliwhirl	60	\$0.10-0.50	□ Seaking	119	\$0.10-0.50

**BK
CARDS****Burger King
Pokémon Cards
Continued****Back of Cards****Beedrill**

Name	Card #	Price
☐ Staryu	120	\$0.10-0.50
☐ Starmie	121	\$0.10-0.50
☐ Mr. Mime	122	\$0.10-0.50
☐ Scyther	123	\$0.10-0.50
☐ Jynx	124	\$0.10-0.50
☐ Electabuzz	125	\$0.10-0.50
☐ Magmar	126	\$0.10-0.50
☐ Pinsir	127	\$0.10-0.50
☐ Tauros	128	\$0.10-0.50
☐ Magikarp	129	\$0.10-0.50
☐ Gyarados	130	\$0.10-0.50
☐ Lapras	131	\$0.10-0.50
☐ Ditto	132	\$0.10-0.50
☐ Eevee	133	\$0.10-0.50
☐ Vaporeon	134	\$0.10-0.50
☐ Jolteon	135	\$0.10-0.50
☐ Flareon	136	\$0.10-0.50
☐ Porygon	137	\$0.10-0.50
☐ Omanyte	138	\$0.10-0.50
☐ Omastar	139	\$0.10-0.50
☐ Kabuto	140	\$0.10-0.50
☐ Kabutops	141	\$0.10-0.50
☐ Aerodactyl	142	\$0.10-0.50
☐ Snorlax	143	\$0.10-0.50
☐ Articuno	144	\$0.10-0.50
☐ Zapdos	145	\$0.10-0.50
☐ Moltres	146	\$0.10-0.50
☐ Dratini	147	\$0.10-0.50
☐ Dragonair	148	\$0.10-0.50
☐ Dragonite	149	\$0.10-0.50
☐ Mewtwo	150	\$1.00-3.00
☐ Mew	151	\$0.50-1.00

Name Price**Bean Bags-Continued**

☐ #61 Poliwhirl	\$3.00-6.00
☐ #143 Snorlax	\$1.00-4.00
☐ Togepi (no number)	\$2.00-7.00

Launchers

☐ #59 Arcanine	\$1.00-3.00
☐ #01 Bulbasaur	\$1.00-3.00
☐ #131 Lapras	\$1.00-3.00
☐ #32 Nidoran	\$1.00-3.00
☐ #78 Rapidash	\$1.00-3.00
☐ #111 Rhyhorn	\$1.00-3.00
☐ #79 Slowpoke	\$1.00-3.00
☐ #128 Tauros	\$1.00-3.00
☐ #03 Venusaur	\$1.00-3.00
*Sealed in orig. bag	\$1.00-3.00

**23-Karat,
Gold Plated Cards**

☐ #06 Charizard	\$3.00-10.00
☐ #39 Jigglypuff	\$3.00-5.00
☐ #150 Mewtwo	\$2.00-8.00
☐ #25 Pikachu	\$2.00-8.00
☐ #61 Poliwhirl	\$2.00-6.00
☐ #175 Togepi	\$2.00-6.00

Light-Ups

☐ #04 Charmander	\$2.00-5.00
☐ #94 Gengar	\$2.00-5.00
☐ #151 Mew	\$3.00-6.00
☐ #150 Mewtwo	\$3.00-6.00
☐ #26 Raichu	\$2.00-5.00
*Sealed in orig. bag	\$3.00-7.00

Keychains

☐ #104 Cubone	\$1.00-3.00
☐ #149 Dragonite	\$1.00-3.00
☐ #125 Electabuzz	\$1.00-3.00
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UNOPENED BOOSTER PACKS

JPN Packs Series #2-7 contain 10 cards including 1 holographic card. English, Spanish, French, German packs include 11 cards with Holographics placed in the packs at random. All packs are unopened/ unsearched. These are very popular among children collectors.

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Theme Decks or Starters are very popular among collectors. English Theme decks generally contain 60 cards including 1 holographic card. Japanese Theme decks generally contain 64 cards including 1 holograph card with the exception of the NEO Theme deck. It contains 2 holograph cards!!

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COMPLETE POKEMON SETS

Each set contains all the cards in that series including all holographics. Sets are tough to put together. Many packs have to be opened to complete these sets. So... Sit back, don't worry and let us do the work for you. Perfect investment opportunity. All cards in set come in MINT condition.

Sets are one of our biggest sellers. Hint: Add up all the money that you have spent on Pokemon cards....Do you have a complete set? If so, what did it cost you?

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Japanese Jungle Series 2 (48 cards)	ID12203	£ 113.23
Japanese Fossil Series 3 (48 cards)	ID12204	£ 113.23
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Japanese Gym Leader 2 Series 6 (98 cards)	ID12207	£ 133.33
Japanese NEO Series 7 (96 cards)	ID12208	£ 166.83
English Base 2 (130 cards)	ID12201	£ 133.33

POKEMON PROMO CARDS

Promo cards are Pokemon cards that do not come in packs. For example, the Ancient Mew was only sold at the Movie Theatres in Japan. These are tough to get. You will find that the Pokemon promo cards have the potential to become very valuable. We sold the Happy Birthday Pikachu card for \$40 a year ago. Now it's selling for over 10 times that. A 1000% increase is much better than the stock market annual returns. No guarantee of price increases but we can say that these are hard to find. Lower supply means higher prices!!!

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Parent's Corner - Helpful Hints for Pokemon Parent!

1. Holograph/Foil cards are the most popular Pokemon cards. They are randomly placed in packs with the exception of Japanese Series #2-7 which have a hologram in every pack. People spend lots of money to find these cards in packs. In the long run, you can save money by buying the specific cards that your children want. We sell all these single cards. Many customers have thanked us for this service.
2. Theme Decks are great presents. These 60 card Decks include the Holographic cards that the children want. Reasonable priced gifts.
3. Booster Packs are very popular. Kids love the excitement of opening them. The most excited I ever saw a child was when he opened one of our packs and got a holographic Charizard. Talk about excited!!!
4. Each English set has 2 versions; 1st Edition and Unlimited. 1st Edition cards have a "1st Edition" stamp at the lower left corner of the character picture right near the card border. "Unlimited" issue cards have no stamp. 1st edition cards are more expensive. We advise that you buy "Unlimited" issue cards. The children can play the game the same with them and they are more affordable.

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